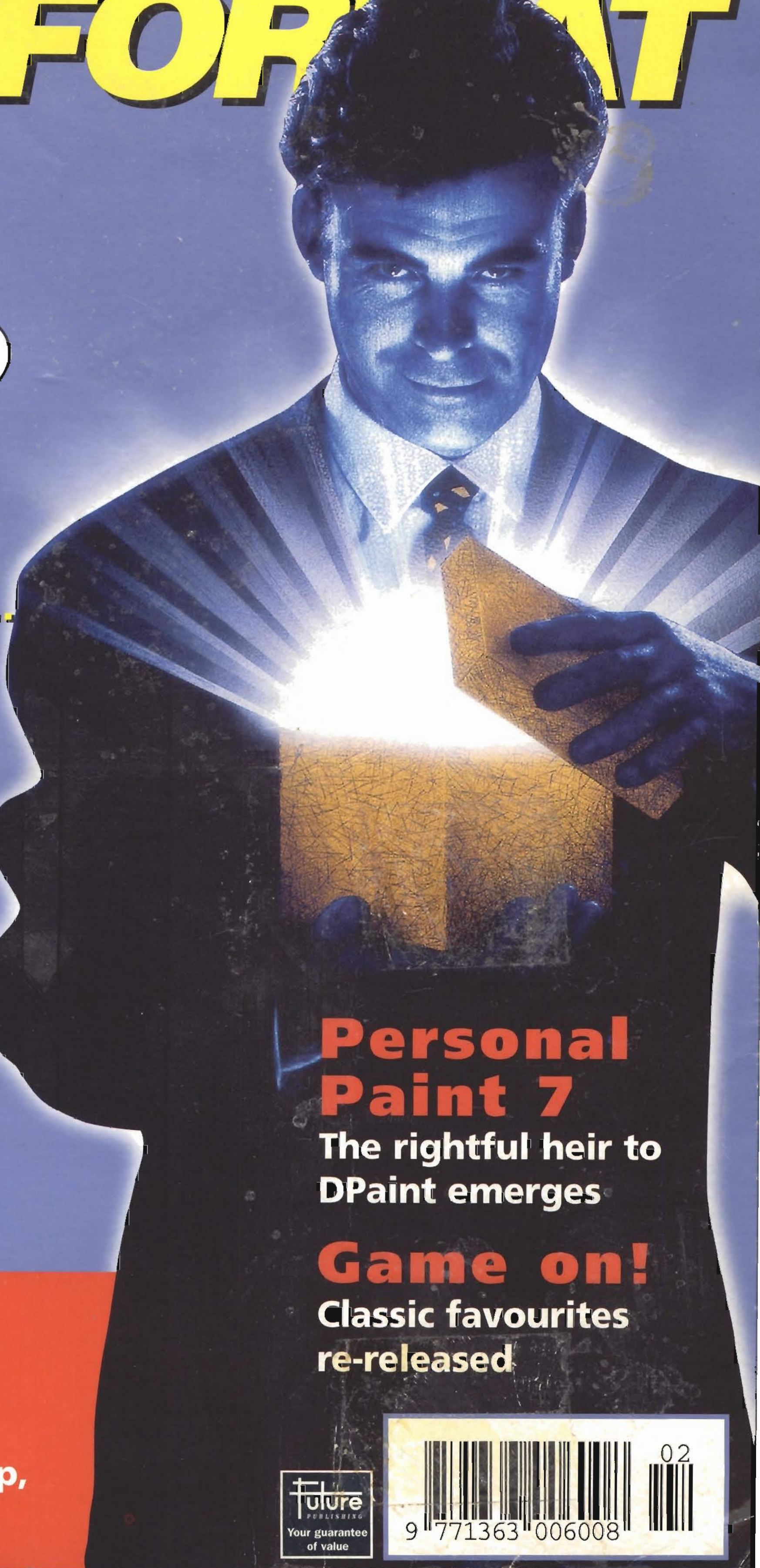
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**FLYING THE FLAG P34**
We sent **Andy Smith** off to Guildhall to find out all about their plans for the Amiga and he came back smiling.







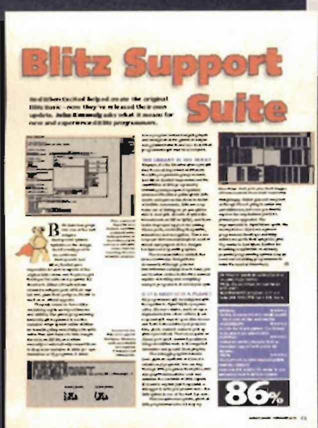
**WORKBENCH P73**
Don't despair – help is round the corner in the shape of Workbench.




**AREXX P84**
**Paul Overaa** implements his vast and scary knowledge of ARexx into web site management.

**STORAGE SOLUTIONS P64**
**John Kennedy** extols the virtues of housing your peripherals in a tower while **David Taylor** looks at two new drives.







**BLITZ SUPPORT SUITE P61**
Red When Excited have released a complete support package for Blitz – essential for all you programmers.

**EMULATORS P26**
**Simon Goodwin** gets all nostalgic while looking at emulators for BBC and Oric micros.

**TURBOCALC 4 P67**
**David Taylor** couldn't find much wrong with the new spreadsheet program from Digita.



Nick Veitch
Editor

# Month In View

## A busy month in the *AF* offices means another issue jam-packed with everything. Nick Veitch has difficulty getting it all to fit in...

Where do I begin, to tell the story of..." Oops. Sorry. Slipped into a Shirley Bassey impression there. But it is difficult knowing where to start when it comes to telling you all about the things that have been going on this month.

A good place to start may well be the news pages, where you can read the verbatim letter of intent from Quikpak. Then, perhaps after browsing some of the other interesting stories, you can get stuck in to our feature, which will bring you completely up to date on the Amiga Technologies' ownership story, with some surprising insights and detailed comment from around the industry.

Then perhaps you should turn swiftly on to page 34, where Guildhall explain themselves and their new strategy for the Amiga games market. If that wasn't enough for you, I haven't even touched on the serious reviews yet. We've got bags of stuff on test, from A1200 accelerators to spreadsheets, Blitz add-ons to *Personal Paint*, and the first in a number of massive CD-ROM round-ups where you can catch up with some of the excellent silver platters that have come our way in the last few weeks.

As ever, there is much more. We had difficulty producing it in a month, I'm sure it will keep you busy for at least as long. AF

# AMIGA FORMAT CONTENTS

ISSUE 94 FEBRUARY 1997

## AF NEWS






The way the CD works is changing. Make sure you're current by reading the details on page 14.



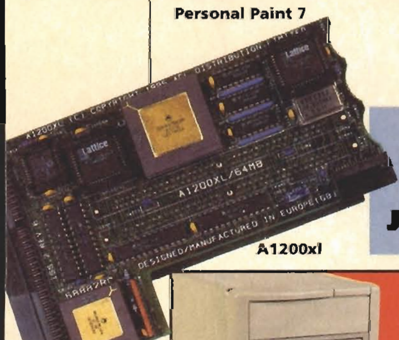
Quikpak's new baby the 4060L in all it's glory.
Page 17

## SERIOUSLY AMIGA

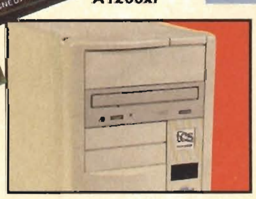



Personal Paint 7



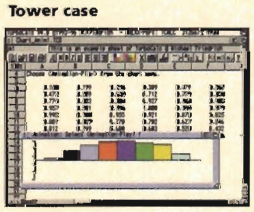


A1200xl



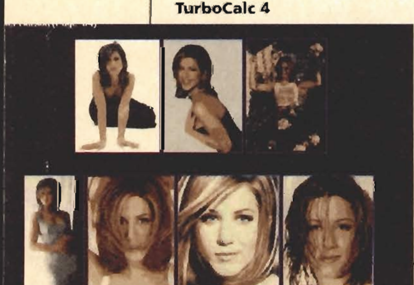
Tower case





TurboCalc 4





## AF CREATIVE







## AF REGULARS





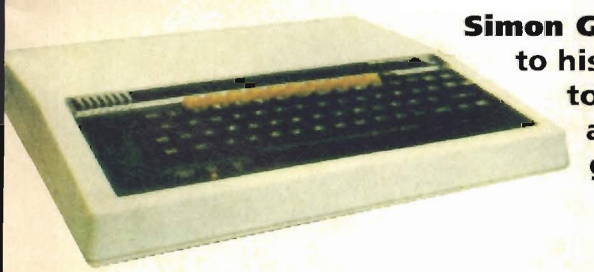
# What Next?



page 18

**The future of the Amiga rests in their hands... but whose hands, and what exactly are they doing?**

## 26 BBC & ORIC EMULATION



**Simon Goodwin** takes a step back to his roots and discovers how to emulate the historic BBC and Oric micros that he grew up with.

## SCREENPLAY



## AF Coverdisks

### Font Machine v1.05




Transform simple bitmaps into colourful typefaces with this full commercial software.

p110

### Jet Pilot & Tommy Gun




Experience the thrills and spills of flying with the demo of Jet Pilot. Plus: Mad mayhem in a supermarket with the latest shoot-em-up.

p108

## CD-ROM

This month's CD is packed full of 3D related goodies. Try out the demo of *Reflections 4* – Germany's favourite 3D package, the Shareware raytracer *RayStorm* or *Persistence of Vision*. The biggest Gallery ever, plus all the usual useful utilities, games and programs. Enjoy!

p104






Coverdisk Instructions

AMIGA FORMAT p109

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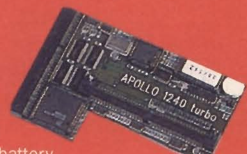
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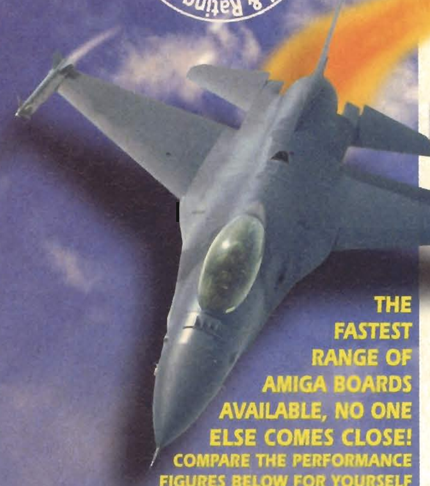
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68040 VERSION CAN BE EXPANDED TO A FULL 68060

### AMIGA 68040ERC and 68060 ACCELERATORS

Now you can choose between the 68040/40ERC Cyberstorm II or the ultra powerful 68060 version. When you fit a Cyberstorm II 68060 Accelerator to your A3000, A3000T, A4000 or A4000T you can, for example, render a graphic with Imagine 2.0 software in just 2.4mins... Compare that with a massive 10.34 mins on a standard A4000 '040/25! With no jumpers both Cyberstorm IIs are fully plug and play and A4000 users can choose the option of a SCSI-2 module (A3000 users already have SCSI built into their Amiga hardware).

- Up to 128Mb of standard SIMMs can be installed and you can even transfer the 72Pin SIMMS from your Amiga A4000 straight onto your new Cyberstorm.
- Optional SCSI-2 module available
- If your budget currently only covers the cost of a Cyberstorm II 68040ERC, you can always upgrade later to the full 68060 processor for extra power.

**Cyberstorm II** 40MHz 68040ERC - 0Mb - Expandable to 128Mb — PRICE CRASH! — £329.95
**Cyberstorm II** 50MHz 68060 - 0Mb - Expandable to 128Mb — £529.95
**Cyberstorm II SCSI-2 Module** — £89.95
**Cyberstorm II SIMM RAM Expansions** (please call for prices) — £Call

## NEW 3D VERSION! 3D CYBERVISION 64

### 64--BIT ENGINE A2000/3000/4000 (T Series) 3D Version 24-BIT COLOUR ACCELERATED GRAPHICS CARD.

For all Zorro-II/III Amigas & Tower System A1200s with Zorro-II backplanes. The core of this great board is the NEW VIRGE GRAPHICS CHIP from S3. With 3D capabilities it's able to process complex 3D functions in hardware (eg. shaded/textured surfaces) with Trilinear Filtering and Shading/Fogging for super realistic Real Tome 3D Rendering. When used with CyberGraphX 3D Library, Cybervision 64/3D can even offer a broad range of 3D facilities for any software developer. OPTIONAL EXPANSIONS...

- MPEG Decoder - added to the Feature Connector to provide real time MPEG audio and video decoding at full size custom screens or, in Workbench windows (HQ display using 16/24 Bit modes from CyberGraphX Workbench). Stereo audio output is provided via the supplied dedicated line output jack. Upgrade to a Cybervision 64/3D and MPEG bundle (from previous Cybervision 64) for a SPECIAL LOW PRICE! - Call for full details now!
- Monitor Switcher - with integrated scan line doubler. Designed to fit into the Amiga slot this gives automatic switch over from the standard Amiga signal to Cybervision 64/3D's output. Both cards may be fitted inside A3000/4000 models leaving three Zorro-III slots free.

**Cybervision 64/3D...** 4Mb Version £219.95 HUGE PRICE REDUCTION!
**Options...** MPEG Decoder £174.95 Monitor Switcher £84.95

**BLIZZARD 1230-IV, 1240-T/ERC & 1260 ACCELERATOR BOARD FEATURES...**

- May be disabled with Simple Keystroke on boot up - For Full Games compatibility, even badly programed/older Software!
- Battery Backed Self Recharge Real Time Clock
- High Performance Expansion with Full 32-Bit wide DMA
- Easy Trapdoor Installation - no modifications required (1240T/ERC fits in Tower)
- 1230-IV features PGA FPU Socket allowing Optional 50MHz, 68882 FPU

## 1230-IV

1230-IV BLIZZARD 030

**A1200 TURBO ACCELERATOR and MMU - 50MHz 68030**
**0Mb Standard, Exp. to 128/256Mb**
*9.91MIPS with 60 Nanosecond SIMM fitted*

### Blizzard 1230 MkIV Turbo Accelerator Memory Board

The highest performing 68030 accelerator available for your A1200! With its 50MHz 68030 and MMU, the 1230-IV offers BETTER PERFORMANCE at a LOWER PRICE! With a SysInfo rating of 9.91 (using a 60 Nanosecond SIMM) you can see the 1230-IV is **very fast**... a performance gain of up to 500% is achieved! Via its Fast Expansion Bus, an optional SCSI-2 Controller module can be easily fitted. An industry standard SIMM socket provides for up to 128Mb of auto-configuring 32-Bit FAST RAM (or up to 256Mb with the SCSI-2 option using its extra SIMM socket).

EASY TRAPDOOR INSTALLATION No modification necessary. Reliable low heat output.

**1230-IV Turbo** 50MHz 68030 & MMU 0Mb, 32-Bit Fast RAM Expandable to 128/256Mb — PRICE CRASH! — £139.95
**Fast 60 Nanosecond SIMM RAM Expansions** 32-Bit, 72 pin (*Call for prices*) — £Call
**Motorola Maths Co-processor** 68882 PGA type FPU, 50MHz — £Call

## 1240T/ERC

1240 T/ERC BLIZZARD 040 — NEW

**A1200T* TURBO ACCELERATOR and MMU/FPU for *TOWER SYSTEMS**
**40MHz 68040 - 0Mb Std, Exp. to 128/256Mb**
*30MIPS with 60 Nanosecond SIMM fitted*

### Blizzard 1240T/ERC Turbo Accelerator Memory Board

A super LOW COST A1200 Turbo Accelerator Board, ideal for housing on any *Tower System A1200 main board (mechanical dimensions, high power consumption and heat emission require an active cooling cap - we therefore do not recommend fitting to standard A1200's without the appropriate modifications etc.). The "ERC" Processors used on these boards are recycled and vigorously tested 68040 CPUs operating at 40MHz with MMU/FPU - an excellent guaranteed and competitively priced alternative. Available options such as the SCSI-IV Kit and RAM are shared with the Blizzard 1230-IV and 1260.

**1240T/ERC Turbo** 40MHz 68040 & MMU/FPU 0Mb, 32-Bit Fast RAM - Expandable to 128/256Mb — PRICE CRASH! — £249.95 — Can be expanded to FULL 68060

## 2040ERC

2040 ERC BLIZZARD 040 — NEW

**A1500/2000 TURBO ACCELERATOR and MMU/FPU - 40MHz 68040**
**0Mb Standard, Expandable to 128Mb**
*30MIPS with 60 Nanosecond SIMM fitted*

### Blizzard 2040ERC Turbo Accelerator Memory Board

The Blizzard 2040ERC is a super new LOW COST board which offers A2000 owners the opportunity to upgrade to the same performance as our Blizzard 1240T/ERC board. Users will then be able to enjoy full A4000/040 power as well as take advantage of the built in SCSI-2 interface.
The "ERC" Processors used on these boards are recycled and vigorously tested 68040 CPUs operating at 40MHz with MMU/FPU - an excellent guaranteed and competitively priced alternative.

**2040ERC Turbo** 40MHz 68040 & MMU/FPU 0Mb, 32-Bit Fast RAM - Expandable to 128Mb — PRICE CRASH! — £309.95 — Can be expanded to FULL 68060

## 1260

1260 BLIZZARD 060

**A1200 TURBO ACCELERATOR and MMU/FPU - 50MHz 68060**
**0Mb Standard, Expandable to 64/192Mb**
*38.71MIPS with Single Sided 60/70 Nanosecond SIMM*

### The Blizzard 1260 Turbo Accelerator Memory Board

offers Amiga A1200 owners FULL 68060 POWER with a board that plugs into the trapdoor slot! Your A1200 will operate at twice or even three times the speed of an '040 based upgrade and up to five times the speed of a standard A4000! Available options such as the SCSI-IV Kit and RAM are shared with the Blizzard 1230-IV and 1260.

**1260 Turbo** 50MHz 68060 & MMU/FPU 0Mb, 32-Bit Fast RAM - Expandable to 64/192Mb — PRICE CRASH! — £469.95

EASY TRAPDOOR INSTALLATION No modification necessary. Reliable low heat output.

## 2060

2060 BLIZZARD 060

**A1500/2000 TURBO ACCELERATOR and MMU/FPU - 50MHz 68060**
**0Mb Standard, Expandable to 128Mb**
*38.71MIPS with 60/70 Nanosecond SIMM fitted*

### Blizzard 2060 Turbo Accelerator Memory Board

offers A1500/2000 owners the same specification as the Blizzard 1260 Turbo (A1500/2000s will operate at up to five times the speed of a standard A4000) with FULL 68060 POWER & also includes built in SCSI-2 interface! If you want the fastest A1500/2000 around... fit a Blizzard 2060 now!

**2060 Turbo** 50MHz 68060 & MMU/FPU with built in SCSI/2 0Mb, 32-Bit Fast RAM - Expandable to 128Mb — £569.95

**SCSI-IV KIT** SCSI-2 Module for 1230-IV, 1240T/ERC and 1260, with additional 128Mb SIMM socket
*(Fast SCSI-2 DMA Controller - up to 10Mb/sec transfer rates with additional SIMM socket allowing extra memory to be fitted)* — £89.95


# GH
## GORDON HARWOOD COMPUTERS

Dept. AMF/D3 New Street, Alfreton, Derbyshire. DE55 7BP

**01 773 836781**
or FAX: 01 773 831040
**email: 100271.3557@compuserve.com**


Please Note: Memory, SIMM & FPU prices may change without warning due to exchange rate fluctuations. Please confirm price prior to ordering. CALL TO CONFIRM AVAILABILITY BEFORE MAKING A LONG JOURNEY TO VISIT US. OUR OPENING TIMES ARE... Monday to Saturday, 9.00am until 5.00pm

Blizzard and Cyberstorm products use MOTOROLA 680X0 series processors. They run **WITHIN** the electrical timing specification laid down by Motorola to prevent any possible overheating/reliability problems. So, when you pay for a 50MHz CPU for example, that's exactly what you get... not a 40, 33 or even a 25MHz CPU "clocked" to 50MHz! Look out for the **MOTOROLA MOTIVATED** logo - your guarantee of our commitment to quality and reliability - **BEWARE** of "clocked" CPUs!

T/ERC and ERC Processors used on selected boards are recycled and vigorously tested 68040 CPUs operating at 40MHz - an excellent guaranteed and competitively priced alternative.

***OUR RANGE HAS WON MORE AWARDS THAN ANY OTHER...***

AMIGA FORMAT GOLD — AMS READER AWARD — CU AMIGA SUPERSTAR — AMIGA SHOPPER Star Buy — AMIGA BLUE CHIP AWARD — CU AMIGA TOP RATED

***What the Magazines think...***

*Amiga Shopper* 91% STAR BUY *"...the Blizzard 1260 is destined to become the ultimate object of desire for A1200 owners."*
*Amiga Computing* 92% BLUE CHIP *"...want the fastest Amiga in the World, get this board."*
*Amiga Format "...Ride on the fastest A1200 in the World..."* - 95% GOLD Rating

### *How to Order from GH...*

BY PHONE: Simply call our order line. We accept VISA, Mastercard, Access, Switch, Connect, Delta AMEX and Lombard Creditcharge (most 'store cards' are Lombard eg. Dixons, Currys etc) - WITH NO TRANSACTION SURCHARGES!

BY POST or FAX: Include your name, address and daytime/evening phone/fax number plus order details. If charging a credit/debit card include... number and valid from/expiry date (and issue number with Switch cards). Make Cheques (please allow 7 days clearance), Drafts or Postal Orders payable to Gordon Harwood Computers Limited.

GH PRICES: Please remember to confirm prices in case you are looking at an 'old' magazine. Prices can change (up or down) before the magazine's cover month has passed. Please confirm before sending orders by post. Prices inc. VAT at 17.5%.

DELIVERY: We offer prompt shipment with fully insured express delivery options throughout the UK, Europe and Worldwide at a very modest cost.

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Standard Delivery (2 to 4 working days from date of despatch) - £7
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NON UK MAINLAND DESTINATIONS - please call for times/prices etc.

EXPORT: Most items are available Worldwide, and at TAX FREE PRICES to non EC residents and most overseas UK Armed Forces Personnel (with CO's document).

GH WARRANTY: Standard 12 month warranty or, ask about GH's optional comprehensive extended options which are always recommended for professional users to minimise costly down time. Ask GH for full details.

STANDARD EXPRESS Par Avion

# The AMIGA FORMAT news

# The fog clears...

**Could an end be in sight for the long running Amiga buyout saga? Quikpak look to be in the lead at the moment but can they pull it off? Ben Vost investigates.**

A new year and maybe, just maybe, a new owner for the Amiga. As you can see from the letter from Dave Ziembicki and Dan Robinson of Quikpak, they certainly appear to be serious about their intention to buy our beleaguered machine.

However, it remains to be seen whether they have the requisite cash in order not only to be able to purchase the intellectual rights and inventory that makes up Amiga Technologies, but to drive it forward with new development, new machines, and, most importantly, some sort of marketing spend.

It seems they already have the second item well in hand with two new machines and an accelerator card, which you can read more about in our feature on page 18.

Whoever buys the Amiga is relatively unimportant. What is important is that it gets bought, stays bought and thrives once more. 1997 looks set to bring more new and innovative products to the Amiga market than almost any year in its history, but these products will soon become unavailable unless there are new Amiga owners to buy them. We at *Amiga Format* wish Quikpak the best of luck and Godspeed.

## An open letter to the Amiga Community

The past few years have not been kind to the Amiga Community. Since the demise of Commodore, the ownership and future of the Amiga has been continually uncertain. The only thing that has remained constant is the loyalty of Amiga users. It is with respect to this loyalty that we feel it necessary to let YOU know the current state of affairs and what QuikPak is doing to see that the Amiga has the successful future it so deserves.

Back when Amiga Technologies was owned by Escom, QuikPak was selected to manufacture the complete A4000T and components for the A1200. During the collapse of Escom and the subsequent negotiations with VisCorp, QuikPak continued manufacturing and servicing Amiga Computers. Throughout this time of uncertainty, QuikPak continued to support the platform, placing ads in the North American publication Amazing Computing, forging alliances with Amiga developers and supporters, and developing new products of our own. Recently, at AmigaFest in Toronto, we unveiled two new computers and we have been shipping the 060 Accelerator for the A4000T. We believe this product development clearly demonstrates our commitment to the Amiga.

It now appears evident that negotiations between VisCorp and Amiga Technologies have reached a standstill. As a creditor of Amiga Technologies, QuikPak has a vested interest in seeing the future of the Amiga handled properly. To this end, QuikPak has placed an offer in front of the German liquidator for Amiga Technologies, and we are awaiting further information regarding this.

What does this mean to you, the end user? QuikPak believes that there is more to the Amiga than a simple set top box. We believe that the A4000 and its successors have a place in the market. We believe that a model along the lines of the A1200 also can play an important role in the future of the Amiga. We further believe that products currently under development at QuikPak can bring the Amiga back to the forefront in innovation. We believe that working closely with developers, other manufacturers, distributors, and dealers is necessary to make the Amiga a success. And, perhaps most importantly of all, we believe in listening to you, the person who has kept this platform alive.

We hope that the new year will allow us to bring you good news, that QuikPak will be successful in our negotiations with the German liquidator. We trust that the liquidator will move quickly, and justly, to see these events through.

We encourage any and all input from the Amiga Community - let us know what you want to see. And, finally, we encourage those responsible for handling the Amiga Technologies' assets to be as open as we at QuikPak are striving to be.

Sincerely,

Dave Ziembicki
C.E.O
QuikPak Corporation

Dan Robinson
Director of Business Development of Amiga Computers
QuikPak Corporationr

**HURRY, HURRY**

If you haven't yet entered any of our excellent Christmas Compos to win, amongst others things, Surf Squirrels, Phase CDs, *DOpus 5.5*s and Siamese Systems, from issue 92, you only have until January 31st 1997 to do so. The results will be given in next month's news pages.

**COMING SOON**

The coming months look set to keep us very busy indeed. We will have full, in-depth reviews of new products such as the long-awaited *Lightwave 5*, the 3D accelerated CyberVision64/3D, HiSoft's new contribution to the multimedia scene with *Media Magic*, a guide to making your own tower system for your A1200 and more tutorials on topics **you** want to learn about. Stick with us and you'll have a great 1997!

**DEMON REPORT**

Demon Internet Services recently sent us a self-congratulatory press release giving us details of their phenomenal growth last year. In case you weren't aware, Demon was started in 1992 with a customer list of just 200 people. Now, it has more than 95,000 users on a wide variety of platforms, including a significant proportion of UK Amiga netters.

It is unique in offering a 5Mb virtual web server that can be used for commercial purposes and also offers 24 hour telephone support and local access throughout the UK, Isle of Man and the Channel Islands. If you fancy signing up with the biggest ISP in Great Britain, why not give them a call on 0181 371 1234.

# EXPLORING LIGHTWAVE 3D



Discover how to get the most out of *Lightwave*.

Paragon Publishing have just launched a new book for owners of *Lightwave* on any platform called Exploring Lightwave 3D. Written by Todd Payne, the supervising director at EyeDeal Images, and Robert Rosenbaum, a producer/director for a New York-based public broadcaster, it is a 512 page perfect bound paperback tome which takes all levels of expertise through to the heights of professional-quality animation. The book has a colour section and comes with a floppy disk containing the models used in the tutorials making it a complete tutorial solution.

Under special focus in the book are advanced modelling topics that are always the subjects of many questions such as spline patches, using metaform and boolean modelling.

There is also a theory section that doesn't just apply to Lightwave, but also any other 3D graphics package. Subjects covered here include colour and lighting theory, camera and film theory and directorial techniques.

For more information on this admittedly expensive book (it will retail at £64.99) you can wait until our next issue when we will review it in full or contact Paragon Publishing on 01604 832149

# AMIGA ANGELS WANTED!

Do you think you know a lot about the Amiga? Are you willing to help others less fortunate than yourself? You might have expertise in a particular topic that you are happy to share, or a solution to a common problem. If so, get in touch with us. We want to set up a worldwide database of expert Amiga users that less experienced Amigans can turn to for help. We haven't yet decided on how to present this database – it will probably end up on the CD – but that will almost certainly depend on the level of response we receive from our readers. Send us any pertinent details to: We Can Help You, Amiga Format, 30 Monmouth St., Bath BA1 2BW. Entries from individuals or clubs are equally welcome.




# Net Corner

Every month Net Corner will keep you up to date with all that's new and Amiga-related on the Internet. If you have any recommendations why not send us an email? Put "NetCorner" in the subject line and email us at amformat@futurenet.co.uk

## INTERNOT, MORE LIKE

In a slightly dour counterpoint to the good news that Demon present this month, market information company Key Note say that their figures suggest only 3% of British homes are connected to the Internet, compared to 14% of American homes that are online.

Even so, they believe that by the year 2000 about 12% will be wired and the internet will no longer by the plaything of the affluent, middle class intelligentsia, but used by people from all walks of life. They also predict that there will be more female Internet users but that the majority will remain with the men.

If you would like more information on this topic, you can call Key Note on 0181 783 0755 and request a copy of their study, Internet Usage in the Home at a price of £205.




Find out more about America with Netizen.




Well, where's my page then?

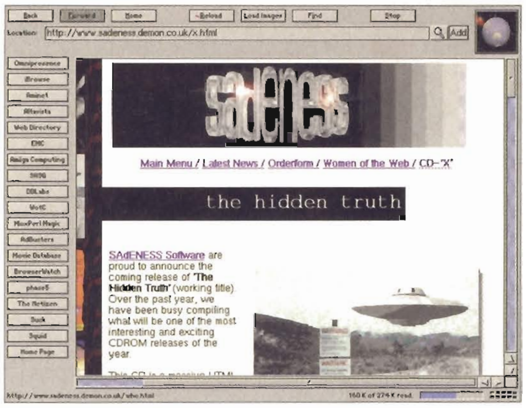
## UKSEARCH

Mistral Internet are proud to announce their own UK-oriented web search site that databases over 250,000 websites based in the UK.

The search criteria are flexible and easy to use and most importantly don't return thousands of overseas websites which are of absolutely no use to the searcher. You can find UK Search at: http://uksearch.com.z1

# CD-X uncovered

Sadeness PD responded to the blue cross taped inside our window with a cryptic message stating that they had found a winner for the competition run in our December issue. The competition was to find a name for Sadeness' new CD covering all sorts of topics relating to the paranormal and supernatural and Miguel Neves from Portugal came up with 'The Hidden Truth' as his suggestion. Well done Miguel, you should be receiving Sadeness' complete CD back catalogue very soon and you can look forward to all their releases this year too!




***The Hidden Truth*** **uses your favourite web browser as its interface.**

# Gasteiner in the Spotlight

We've had shows in Canada, shows in Germany but none in this country for nearly a year now. Gasteiner thought this was far too long to wait, so they've told us about their Spotlight Amiga 97 show to almost certainly take place in the Hammersmith Novotel. They haven't quite finalised the details for the show yet, so eager punters wanting to know more information should contact Gasteiner on 0181 345 6000 and tell them we sent you.

## PHASE 5

If you want to keep up to date with what's going on with Phase 5's PowerUp project, or you want to find out more about the latest revisions to the CyberGFX or new CyberGL standard, this site is the place to find it.

English and German versions are available for you polyglots out there.
http://www.phase5.de

## THE NETIZEN

The Netizen is an online magazine and part of the Hotwired empire. It's updated every day and although it has a US bias most of the time it comes in handy if you want to find out what's going on over the pond. There are also sections for a quote of the day (which can often be extremely amusing) and a daily poll which you can enter with just a simple click of your mouse button.

Netizen is dead easy to find if you read *Amiga Format* – simply point your browser at: http://www.netizen.com.

## WEIRD SCIENCE

Weird Science sell CDs. Everyone knows that. But what you probably don't know is how many different ones they sell. Take a trip to their website to see animated gifs in profusion – which don't take forever to download.
http://www.weirdscience.co.uk.




Witness the entire Weird Science range.

## The Bradford Column



'Tis traditional, in this post-Christmas lull, for columnists to look back fondly on the highs of the previous year. But perhaps we should forget about what's been achieved and consider instead what lessons the Amiga community will have learned from the last twelve months.

First of all, good quality, reasonably priced, software does sell. In amounts that would make many of the 'Outside Top 10 But Still In The Top 50' CD-ROM releases leave the room in embarrassment. When Guildhall Leisure Services recently re-launched some of the Microprose Amiga back catalogue titles under license, four of them hit the Amiga Top 20 charts within the first week of going on sale. Many independent retailers' Amiga sections are looking fuller than ever, thanks to companies such as Guildhall (see our special report on page 34), and the retailers who have taken the range are reporting very healthy sales.

**"...the retailers who have taken the range have reported healthy sales."**

Even Game and Electronics Boutique. And no wonder, with titles such as *Dogfight, UFO: Enemy Unknown* and *Colonization* appearing on shelves at prices between £9.99 and £14.99. And this is not just a one-off either, Guildhall are (we can exclusively reveal) now relaunching some of Electronic Arts' classic titles at the same price range – *Road Rash, Desert Strike, Wing Commander, PGA Golf, FIFA Soccer* and the majestic *Theme Park*.

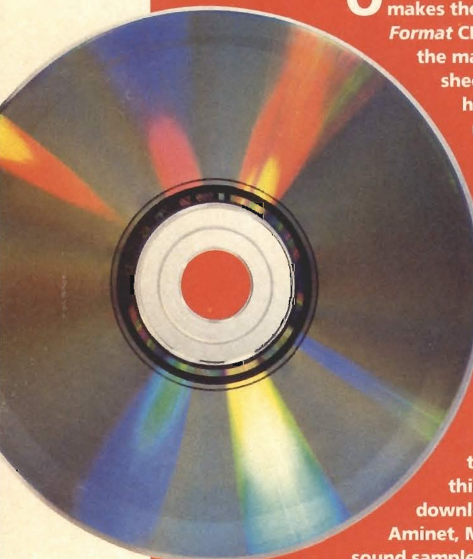
Cynics might point out that these 'classics' are, in fact, old. And it would be hard to disagree with that. So I won't. But it's still encouraging for anyone out there wondering whether to bother finishing that game they started programming (just have realistic expectations – unlike one or two of the more recent Amiga 'start-up' publishers). Besides, old games can still provide much enjoyment – witness how many PlayStation owners rushed out to buy *Bubble Bobble & Rainbow Islands* – titles that Amiga owners were playing almost a decade ago, but that's another story...

Dale Bradford remembers a time when men were men, sheep were sheep and video games all had 'Pong' in the title. This may explain why we remind you, yet again, that any opinions expressed here are entirely his own, not necessarily those of Amiga Format.


**"We've got all the pictures, sounds, music, text and effects we need for our mammoth multimedia production. Now all we need to do is put it all together."**

MULTIMEDIA TUTORIAL PAGE 92

# Your CD submissions wanted

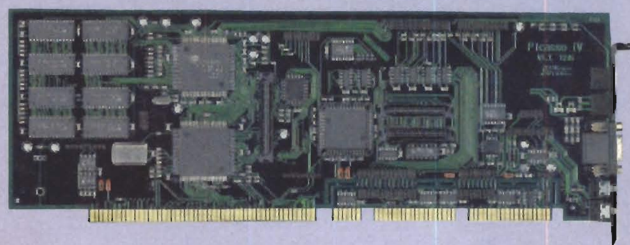


One of the things that makes the *Amiga Format* CD the best on the market is the sheer quantity of high-quality reader submissions we receive. There's only one problem – we want more of them! However, before you just fill a disk up with the latest things you've downloaded from Aminet, MODs or sound samples of dubious provenance and bung it in the post to us, you should make sure you know what you're getting yourself into. From next month's CD (*AFCD11*) we will no longer be able to accept reader submissions that don't have a reader warranty included in their AF_ReadMe file. The reader warranty is available in several places on the CD, but for those altruistic souls amongst you without the wherewithal to purchase a CD-ROM drive that still wish to contribute to the CD issue, it goes like this:

> In respect of all material which forms my reader contribution to Future Publishing's Amiga Format I hereby warrant that:-
>
> (1) the material is original and does not infringe any other material or rights;
> (2) the material does not contain any material which is defamatory, obscene or indecent and is exempt from classification under the Video Recordings Act 1984;
> (3) that there are no legal claims against the material provided;
> (4) that I have full power and authority to provide this material to Future Publishing.

You should also take careful note of the conditions in the Submissions Advice file found in at least four places on the CD. It would be a shame for us, and a waste of your money, to have to put your contribution in the bin simply because you haven't included the warrant or followed some of the instructions given. Now, get on with it! Paint those pictures, create those animations, program those games and utilities and send them to US!

# Amiga Format's Top 10 Reasons to... get a Graphics card



The brand new Picasso IV card from Village Tronic.

If you have a big box Amiga and you don't have a graphics card, you might be missing out. Here are the reasons why...

**1** If you have an ECS machine like an A2000 or A3000 you're missing out on using software in 256 colours or more.

**2** Graphics cards no longer cost the earth. Even a Picasso II won't cost you more than £200.

**3** Higher resolutions mean more space on the screen. No more will you have to be continuously moving, resizing and closing windows to be able to see what you are doing.

**4** Graphics cards are far faster than any Amiga chipset and don't take as much processor time. AGA DblPAL Hi-Res No Flicker in 256-colours is slower than a snail nailed to the floor while 1024 x 768 in 256 colour on a CyberGraphx card goes faster than a politician on a junket.

**5** The more graphics card owners there are, the more commercially sensible a game like *Doom* for the Amiga becomes because graphics cards all use chunky graphics as opposed to bitplanes.

**6** Modern serious software likes and even sometimes prefers a graphics card to native graphics, offering greater flexibility and more options.

**7** If you have a graphics card, you will be able to use software like *Photogenics*, *ImageFX* and *Art Effect* in true 24-bit colour, an option not available any other way.

**8** Using a Graphics card frees up the chip RAM you would normally have to use for screen display, leaving it there for other uses, such as sound samples.

**9** Running SysInfo on a graphics card screen makes your machine seems vastly more powerful than when you run it on a native screen.

**10** A graphics card is practically a necessity for running emulators like PCX or ShapeShifter, where performance can sometimes be as much as 20 times greater than on native graphics.

# Canon BJC 4200

Only a short time ago Canon announced the BJC-4100, but they have already superceded it with the imaginatively named BJC-4200. It, like its predecessor, enthusiastically supports Canon's new PhotoRealism standard which is a three part system consisting of special paper, photo ink and the Canon Colour Image Processing System (conveniently easily shortened to CCIPS) and is capable of printing at a true resolution of 720 x 360 dots per inch in a much wider range of colours than other inkjets, according to Canon. Best of all, this high technology, full-colour printing, inkjet beastie is available at the wallet-friendly price of only £269. To find out more information, contact Canon on 0121 680 8062.

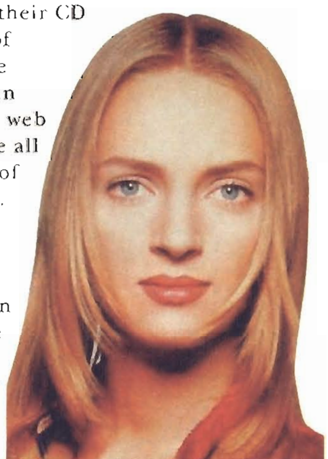


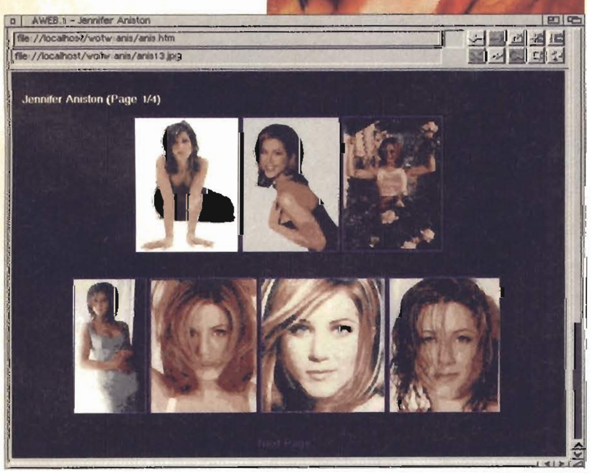
The new PhotoRealism range from Canon should see them climbing straight back on to the top of the inkjet heap.

# Women of the Web

Tired of spending your time on the Internet looking for pictures of your favourite actress / pop-star / minor TV celebrity? Not only is it costly in phone bills, but you can spend ages searching different places and find the pics are all the same.

Well, those nice people at Sadeness have finally put the finishing touches to their CD compilation of all sorts of pictures from all over the Internet. The pictures can even be accessed by your web browser, because they are all organised in a structure of interlinked HTML pages. Everyone from Jennifer Aniston to XuXu (pronounced Shoo-sho), whoever she may be, is on here, so why not save the phone bill and get in touch with Sadeness now on 01263 722169.






**If you like to make new "Friends", why not go to the pub instead?**

# Charts

## TOP TEN AMIGA PRODUCTIVITY

1. **TurboPrint Prof 5.0**
2. **AsimCDFS v3.6x**
3. **IBrowse (German)**
4. **Personal Write**
5. **Siegfried Antivirus**
6. **Personal Paint 6.4**
7. **Picture Manager 4**
8. **Siegfried Copy 2.0**
9. **Blitz Basic 2.1**
10. **Directory Opus 5.5**

**Courtesy of GTI (0049 8383 9519)**

# Have your say

Here at *Amiga Format* we truly believe that our readers are among the most intelligent and perspicacious Amiga users on the planet. Therefore we have decided to take the unique step of getting you to write for us. We want to start a section on long term reviews of products that have been out for a while and what you now think about them now that you have been using them for a while. Your review should consist of no more than 300 words describing what you think about the product in question and, if you like, you can give the product an overall score.

Please include your name and address and the version of the product you are reviewing, if applicable, with your review and, if possible, we would like a picture of you to accompany your piece. You can send your review to Long Term Tests, Amiga Format, 30 Monmouth St. Bath BA1 2BW. Here's a selection of products that we are especially interested in seeing your views on, but if you have a bit of software or hardware not mentioned here, feel free to let us know your opinion of that instead.

- PageStream 3
- MUI
- OctaMED
- Directory Opus 5
- IBrowse/AWeb/Voyager
- PPaint
- ADPro
- MasterISO
- Lightwave/Cinema4D/Imagine
- Squirrel
- Zip Drive
- A4000
- Supra 28.8 Fax Modem
- Turbotext
- Blitz Basic
- CanDO



# Iiyama 15" monitor

Iiyama UK Ltd., the oddly-named leading supplier of 17" and 21" monitors in the UK are launching a new, low-cost 15" monitor called the Vision Master 350. It will work beautifully on any Amiga with an RTG graphics card such as a Picasso, and offers refresh rates of 75Hz flicker-free at 1024 x 768 resolutions. Better still, Iiyama have increased the warranty on the new monitor to three years instead of the previous two year deal. It includes a first year swap on-site followed by two years of return to base warranty. Street price for the monitor is expected to be £260 and you can call Iiyama on 01438 745482 for further details.



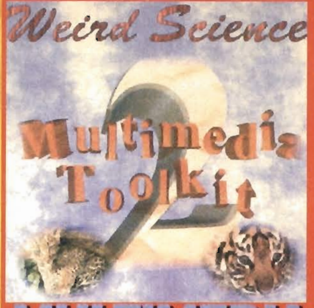



Getting an Amiga connected to the Internet is one of the most difficult tasks due to the complex installation routines of AmiTCP and the lack of any real guidance. Not only will this situation change but you will now be able to get connected to the Internet and the WWW without a hard drive or the complicated setting up of the software. Our extensive networking skills have really been put to the test providing a simple connection from a compact disc providing a pleasant introduction and connection to the internet. Most of the difficult setting up is done automatically for you with the connection program provided. All that is required is the answers to a few simple questions. In addition the CD contains all the tools required for both the beginner and expert, full instructions on getting connected and many very helpful documents on the Internet and WWW. The tools include AmiTCP, Mail, FTP, WWW and many more. In addition there is a section on WWW page creation with clip art and creation tools. Easy Hard Drive installation possible but not required.

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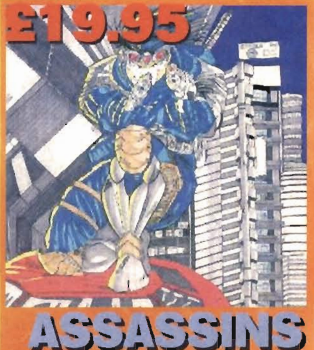
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## WOMEN OF THE WEB

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Includes all the packages previously published by Kara Computer Graphics for the Amiga, plus many more, in an exclusive and professional edition reorganised and enhanced by Cloanto. This CD-ROM contains 80 ColorFonts, 5 AnimFonts, hundreds of alternate colour palettes, Starfields, Plaquegrounds, and software for special effects in pictures, animations, titling and presentations. All items for solo or combined use. The Kara Collection also includes two software packages developed by Cloanto to manage bitmapped fonts: ColorType for colour fonts and the Personal Fonts Maker for black and white fonts. Both have been acclaimed as the best in their respective fields. To make AnimFonts really easy and enjoyable to use. A fabulous collection of Anim Fonts.

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The Card Games CD contains a plethora of card and board games for the Amiga and PC. With 250 new Klondike card sets ready to run from the CD. Games include blackjack, Cribbage, Gin Rummy, Casino, Chess, board games, puzzles, Slot machines, Solitaire, Video Poker, Word Games, Lottery and Mahjongg. A superb and involving CD.

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Light Rom Four features new royalty free material created with Lightwave 4.0 & 5.0 versions.

LIGHT-ROM 4, a 2 CD-ROM set for the Amiga, Mac, Windows / NT features all new Lightwave objects and scene files. In addition there is a bonus CD-ROM of 3,000 Jpeg Textures, see below. LIGHT-ROM 4 also includes a collection scene files by Alan Chan. This set contains wholly new material and is an absolutely superb resource for Lightwave.

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The Epic Interactive Encyclopedia is an exciting new Multi-Media Amiga CD-ROM. It features a superb 256 colour interface, 100's of film clips, sound samples, images and subject information. Additional features are.......Produced in the UK, very latest information from around the world, 1,000's of subjects covered, hot list editor, import new subjects and print facilities.

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The fully featured World Wide Web browser, IBrowse makes surfing the net with your Amiga a breeze. Supports HTML 1, 2 & 3 as well as Netscape extensions. Caches pages, uses MUI (included) fully compatible with In-To-The-Net. Works with any video card and will support external datatypes for sounds, animations and video.

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# In whose hands?

**Are you confused about who actually owns the Amiga, who is trying to buy it and how far they have got? You are not alone, so now *Amiga Format* assesses the state of play. What does 1997 have in store for our favourite computer?**



There are more bizarre changes of direction in the history of the Amiga than there are in a one kilo bag of Sainsbury's pasta twists. Over the last few years we have seen the Amiga go through more putative changes of ownership than the average X reg Cortina, and every time it seems like everything's nearly sorted out, someone knocks the jigsaw off the table again. But this time, just maybe, things are beginning to go right.

As reported in *Amiga Format* last issue, Canadian hardware manufacturer Quikpak are attempting to purchase Amiga Technologies from Escom's liquidators. In fact, you can read their letter of intent in the news pages. (see page 11)

Unfortunately, their deal to acquire Amiga Technologies hasn't been signed yet, although they are still confident that it is only a matter of time. Also, according to our sources, at least two other American companies are mounting bids to buy the Amiga.



### THE QUIKPAK DEAL

Considering Escom only paid $15M for all the Commodore kit and caboodle, $20M for Amiga Technologies does seem a little excessive. Quickpak claim that the liquidators require them to buy the existing inventory of Amiga components as part of the deal, which is something they don't want, and therefore don't feel the need to pay for.

According to Herr Tyschtschenko though, the current inventory is almost non-existent, as Amiga Technologies has still been selling parts and machines whilst in a state of limbo.

Is it really important that these companies should squabble over a few million dollars when the fate of the Amiga is at stake? Well, nobody ever likes spending more than they have to, but consider that the less Amiga Technologies is sold for, the more money the purchaser will then have to put into development, sales and marketing to raise the profile of the Amiga once again.

## THE BUCK STOPPED THERE...



Bill Buck, former CEO of Viscorp, giving a speech at the World of Amiga show in April of last year.

**For reasons we have been unable to determine, Bill Buck is no longer an employee of Viscorp.**

**Bill Buck was formerly the CEO of Viscorp, and the public face chosen to represent the company at a number of Amiga events. It was Mr Buck who first announced Viscorp's desire to acquire Amiga Technologies at the World of Amiga Show last year (see *AF85*), and he was also in charge of the Amiga community gathering in Toulouse, where he tried valiantly to communicate Viscorps vision of the Amiga's future (Audio clips of this conference appeared on *AFCD3*).**

**A Viscorp spokesperson declined to comment on the reasons for Mr. Bucks departure and told *Amiga Format* that for the present moment, Jerry Greenberg (Chairman of the Board) would be assuming Mr. Buck's corporate responsibilities.**

**"...the flow of excellent, freely distributable software from Aminet and other sources is continuous and uninterrupted. This alone is enough reason to stay faithful to the Amiga."**



The A4000T is still, and always has been, manufactured by Quikpak. Most units are sold in North America to video professionals.

Remember what happened to Escom? Their expansion was fuelled by borrowed money. All those shops, all those adverts, all those little catalogues falling out of everywhere. And in order to compete in the High street, they had quite low profit margins. Which all led to not having enough cash to spend on the Amiga, or indeed, to stay in business.

### THE PRICE IS RIGHT?

How much money do you think you could generate by running Amiga Technologies? Consider the A4000T. It retails at around $2000. Now, take off the manufacturing costs, shipping, dealer margins and the rest, you'll be lucky if you see a few hundred dollars of that money – some of which will have

**Continued overleaf ➡**

## THE PEOPLE WHO MATTER – WHAT DO THEY THINK?

### Paul LeSurf
***Blittersoft***

**I'm not really that bothered about who buys the Amiga, I just hope that something happens soon. At least Quikpak already have a head start since they are already making machines, but I am worried that their focus on the Alpha chip might fracture the Amiga community since Phase 5 are already quite a long way into their PowerPC project.**

### Jeremy Ryhll
***Digita***

**It's in all of our interests that someone buys Amiga Technologies, so I'm behind anyone that's a serious contender to actually make the acquisition.**

**But I am not optimistic because frankly, I don't think there are any serious contenders out there at the moment.**

**I could see one of the tiger economies buying into the technology and getting a leg up on the western Intel/Microsoft duopoly and then expanding it themselves.**

### Urban Müller
***Aminet***



**Contrary to popular belief, I am not an insider when it comes to matters related to the Amiga Technologies buyout.**

**What I do know, though, is that the flow of excellent freely distributable software from Aminet, and other sources is continuous and uninterrupted. This alone is enough reason to stay faithful to the Amiga.**



## THE LAST AMIGAN?

**While the wrangles and disputes continue, a lonely figure carries on with his work regardless. His daily routine includes opening the mail, answering the phone, selling the occasional bit of equipment and taking the payments down to the bank. Up until 31st December his wages were being paid by Viscorp. Now he is being paid directly by the liquidators. Hopefully, soon, he will be employed by someone else. His name is Petro Tyschtschenko, and he is the last employee of Amiga Technologies in the head office at Bensheim. He doesn't even share an office with anyone since the only other two employees at Amiga Technologies are based at the warehousing facility in Braunschweig.**

**Herr Tyschtchenko is forced to perform all the duties, both mundane and exciting, required to keep a business, even a business in liquidation, running. He personally answers all calls since he is also Amiga Technologies switchboard operator and sells machines to companies like Silica and Costco in this country. It is down to Petro Tyschtchenko that any new Amigas still available in the UK are here at all.**

**But what does he think will happen to the Amiga? Is it just too late?**

**"THE AMIGA IS NOT DEAD! The Amiga is just tired, but it's looking to the FUTURE! Two bankruptcies in two years, has made it tired. It is tough and only the Amiga could have had the energy to survive. No other computer ever has such life! It is a miracle. Since the beginning I have been sure that AMIGA will never die because it's a cult computer with the best technology.**

**"My staff (2), myself (1), and the Amiga community (millions) are keeping Amiga alive. Day by day, since 15th of July 96 (the day Escom went bankrupt). It's a hard job, but it's a job that we love to do."**

**Herr Tyschtschenko is also optimistic about buyers for the company, though he replied rather cryptically when asked who these potential purchasers might be:**

**"Some are already gone with the wind, others are playing the game of the never ending story, some are looking only for profit, some would like to pick only the golden nuggets, some have illusions only – I know them all...**

**Myself? I will never give up, I am working on a solution to bring Amiga forward. Amiga is waiting for the future, and there is a future!**

**Please be aware that to buy Amiga, the intellectual property, the trademark and the inventory is a small part... investment in the technology is the main part, that is the future, that's what the Amiga is waiting for. Amiga is prepared for the future, grab the advantage!"**



Petro Tyschtschenko, still manning his post at Amiga Technologies' HQ, and still optimistic about the future of the platform.

**"...investment in the technology... that is the future, that's what the Amiga is waiting for. The Amiga is prepared for the future, grab the advantage!"**

to go towards wages, taxes, and other admin costs. So, to recoup a purchase price of even $15M, you are going to have to sell well over 50,000 units, maybe even 100,000 units. That's a lot of machines. No really, it is. It's probably more A4000Ts than have ever been sold. It's certainly more than Escom sold of any sort of Amiga.

Of course, you wouldn't expect the business to pay back straight away, but it puts the proposition into some sort of perspective. For example, Future Publishing, the company which brings you *Amiga Format* every month, and which now publishes over 40 monthly magazines from PC and computer titles through *CrossStitch* and *MBUK* to *Total Film*, was bought by the Pearson group for just a little over £5M ($8M).

### GOING ONCE, GOING TWICE....

Both Viscorp and now Quikpak have decided that the asking price for Amiga Technologies is just a bit too steep. Why are the liquidators hanging on? Well, veteran liquidator watchers who were with us the last time that the Amiga's owners went bankrupt may well remember that the liquidators get paid

## Kermit Woodall
***Nova Design***

The possibility of Quikpak becoming the owners of the Amiga is exciting. Since the downfall of Escom and Amiga Technologies, Quikpak have continued to sell and manufacture Amigas and have even pushed the development of the Amiga with new models and a new accelerator.

They seem to have proved their commitment to the platform. In the US the future of the Amiga seems fairly solid. The professional Amiga market here is almost entirely video. The Toaster/Flyer, VLab Motion/Draco, PAR, and Broadcaster Elite are still leaders in video production and non-linear editing. Our sales, and that of others still developing, upgrading, and advertising, have risen through 1996 and look even better for 1997!

## Michael Battilana
***Cloanto***



I think that Quikpak has an excellent background to support the Amiga. Now let's see what the liquidators decide. If you ask me about possible Amiga CPUs, I think it is important to consider the price/performance ratio.

The PowerPC was chosen several years ago because it was powerful, and it was the only Intel alternative to be produced in volumes that would make it affordable for an Amiga. Things have changed slightly since then, with the Pentium generation taking advantage of newer technologies.

But the problem remains software: Cloanto is ready to port its software to the new platforms, but how many other companies are still here to do the same?

## Alan Redhouse
***Eyetech Group***

It seems to me that the Amiga can go one of three ways:

1. It can become a specialist, low-volume, high-priced product like a Sun Workstation. This will make the Amiga irrelevant to the majority of current users.
2. It can become the basis for an embedded, low-cost, high volume domestic application. Computers for a particular purpose have long passed the point where they need to be flexible. The benefit of this is that the volume of sales means that continued development of the OS kernel is made feasible
3. The OS/Chipset can be put into a high volume, computer-oriented consumer box and sold in those markets where the cost and complexity of supporting operators precludes PC usage.

Quikpak seem to be aiming more towards 1. and might thus put the next generation Amiga out of the reach of most people.



whatever. It isn't really a matter of great urgency for them to sell off the company, and indeed, the more money for it they get, the better.

In Viscorp's case, as reported last issue, they didn't actually have enough money in hard currency to pay the agreed price. Although they have made no statements saying they are pulling out, they are no longer paying the wages of the Amiga Technologies staff, and since their CEO, Bill Buck, has recently departed (and he was the public face of their attempt to secure AT) it would seem that they are, at the least, not as keen as they once were.

Added to this, the recent statments by Carl Sassenrath, long-time Amiga guru, former Amiga software enginner rather suggest that Viscorp have lost their way a bit. Even notable Amigan Jason Compton, who did a brief stint as PR man for them, has left Viscorp.

At the time they first mounted their bid they were in a good position as developers of what could easily have been the first commercially viable set-top box. Without Amiga, that technology is not so impressive, and

**Continued overleaf ➡**

**"...it would be very interesting to see if any companies based in the tiger-economies of the East were interested."**

## THE PIOS ANGLE

As reported several times before in *Amiga Format*, the PIOS team were originally set up to create a "next generation" Amiga. Initial attempts were rather frustrated by Escom dragging it's heels, and then the financial collapse of that company – without a definite owner, there was no way to realistically negotiate for rights or licences to key Amiga technology.

The new machine, based around PowerPC technology, was hoped to be fully Amiga compatible, using a new version of AmigaDOS. Thanks to the confused Viscorp/Escom? Amiga Technologies situation, this has not been possible.

However, PIOS, whose founding fathers include venerable Amiga names like John Smith and Dave Haynie, have persevered with their project as best they can "in the spirit of the Amiga".

The hardware is not really a problem. Using a mainly off-the-shelf modular approach. The "PIOS one" will contain all the standard I/O circuitry plus three PCI slots and two ISA slots. The plug in processor card ( a concept similar to that used in the A4000) approach means that processors can easily be upgraded or changed.

The real problem is the operating system. In order to run on a PowerPC platform, AmigaDos would have to be extensively re-written and recompiled. This is an arduous and extensive task, and without a licence, an impossible one. So PIOS have, as an alternative, chosen to work out a deal with other OS producers.

During January, PIOS were hoping to sign agreements to enable them to ship PIOS 1 with the *BeOS* software, which provides the pre-emptive multitasking Amiga owners have come to expect as well as virtual memory support, Open GL compatibility and many other advanced features.

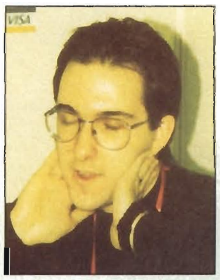
PIOS also hope to include another operating system called pOS. This OS has been developed by ProDAD, better known as the developers of *Adorage* and *ClariSSA* on the Amiga, and is also Amiga compatible. This means developers will be able to create applications which will run on existing Amigas under pOS, or on the PIOS 1 when it is launched. PIOS hope to demonstrate a prototype at the March CeBIT show.

While in essence, this doesn't really have anything to do with the future of Amiga Technologies per se, it certainly provides some idea that there is still plenty of hope for future software development on the Amiga platform.



John Smith, previously head of Amiga Technologies UK, and currently one of the team behind the Amiga inspired new computer, PIOS One.

## Jason Compton
***Editor-in-Chief, Amiga Report Magazine***



The Amiga's future will be fascinating. 1995 and 1996 saw the emergence of more new personal computing platforms than we've seen in years, and the Amiga is at the centre of many of the new initiatives. The road isn't going to be easy and we'll be facing some difficult decisions as users and supporters, but the future of alternative computing is secure.

## David Link
***HiSoft***

Assuming that any future Amiga computer will be targeted at the broad-based consumer audience (rather than aiming for selective niche markets), then the new hardware platform must be based on the PowerPC which is the only chipset (apart from the ubiquitous Pentiums and the like) which will gain wide acceptance in the near future and is inexpensive enough to be viable. For the project to be a commercial success, ports would be to PowerPC CHRP system and this, in HiSoft's view, is where any potential Amiga purchaser should concentrate development.

What users want is a place to run the Amiga OS and existing Amiga applications as well as other operating systems and programs; this platform, with a 68000 interpreter will deliver. Why not have some cheap A1200s as they are!

## Greg Perry
***GP Software boss***



I have no recent knowledge of what is exactly happening apart from rumour and innuendo. I did meet the Quickpak people at the AmigaFest show in Canada and they seem quite genuine in their efforts to rescue the Amiga. They were showing off some new machines in at the show and discussing a number of possibilities about new configurations etc. with some of the developers.

My main thoughts are really concerned with wishing the whole process could be sorted out as soon as possible so that some new impetus can be put into the platform with some dedicated direction being shown by "The New Company" to kick-start '97.



## What next for the Amiga?

Viscorp have wasted far too much time to catch up with their competitors in that market. In initial conversations we had with Quikpak, Dan Robinson told us that they had offered to co-operate with Viscorp if they were successful, but that hardly seems likely now.

The Amiga too is being hurt by the passage of time. Amiga Technologies is a wasting asset really – the longer it stays on the shelf, the less it is really worth. What we really need is a new owner now, and one with some spare cash.

We know that the liquidators have been and will be meeting with other interested parties. We urge them to try and bring the matter to a swift conclusion.

### THE ALTERNATIVES

Although it may seem like Quikpak are the best bet for the Amiga at the moment, it would be very interesting to discover if any companies based in the tiger-economies of the East were interested. Typically these companies buy into technology in markets new to them, then pour loads of money into marketing and development to establish themselves. Surely the Amiga technology is a very viable proposition for anyone interested in the home computer market. Sony? Samsung? A far eastern company owning the Amiga – that'll be the Daewoo...

QUALITY QUICKLY QUIKPAK

Do they hold the key to the future?

**Markus Nerding,**
***HAAGE & PARTNER Computer***

HAAGE & PARTNER

THE AMIGA IS ALIVE – that is the reason why we are still doing many big projects like *StormC, Art Effect, EasyWriter* and even some new ones.

On the hardware side there are some fast 060 boards that can still compete with other PCs, because of the fast AmigaOS and fast software. Soon there will be PowerPC boards from Phase 5 on sale and Quickpak now sells the first portable Amigas. Mid year we hope to see the PIOS ONE with p-OS (PowerPC native) and some products like *StormC p-OS, Art Effect p-OS, EasyWriter p-OS*... The Amiga was always something special and it still is.

# The future is coming ...

**Quickpak have already developed two new Amiga systems, and more are on the way.**

**The A4040L / A4060L is a luggable Amiga, designed primarily for professional video work in the field. It uses a high resolution LCD panel to provide the display, and has the following hardware spec:**

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- **CPU: Motorola 68040 25MHz CPU or Motorola 68060 50MHz CPU**
- **RAM: 2MB Chip Ram, 16MB Fast Ram**
- **Drives: 2Gb hard drive, 6x CD-ROM drive**
- **Software: AsimCDFS pre-installed**



**We will be bringing you a full review of this machine in our very next issue!**

## ALSO COMING SOON:

Allying itself with the Anti-Gravity Pentitrator technology, and HiQ's siamese system, the next generation Amiga from Quikpak will combine a 50 Mhz 68060 Amiga with a 150Mhz Pentium Processor card.

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The 50/50T has a built in ZIF socket, and the PCI slots are accessible by Amiga software, requiring only the appropriate drivers.

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- Drives:1.2 Gb Hard drive, High density FDD
- RAM: 18MB RAM (2Mb chip)
- Interfaces: ZorroIII, ISA, PCI and Video slots. SCSI Bus networking

**Don't worry, we'll be getting in one of these as soon as possible to review.**

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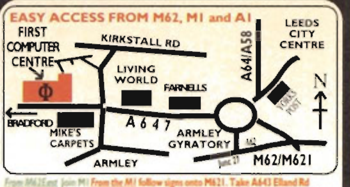
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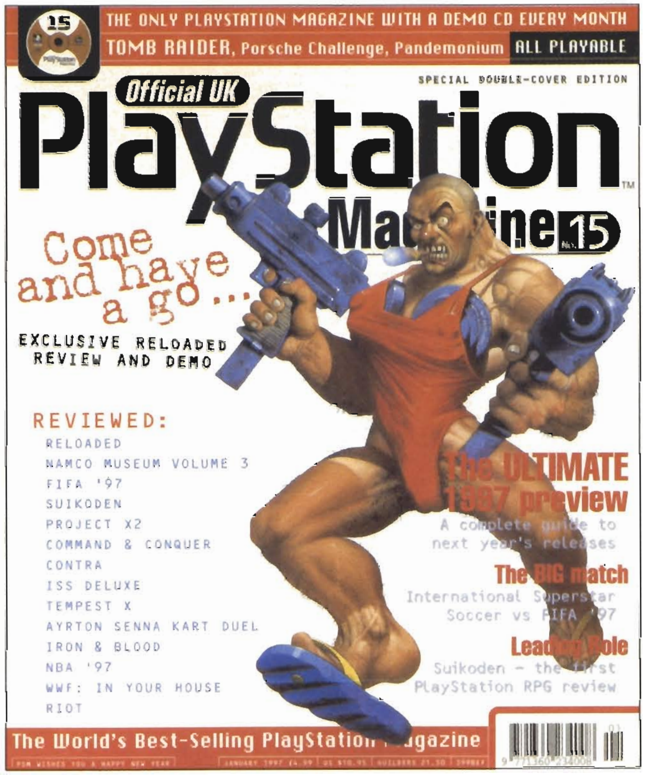
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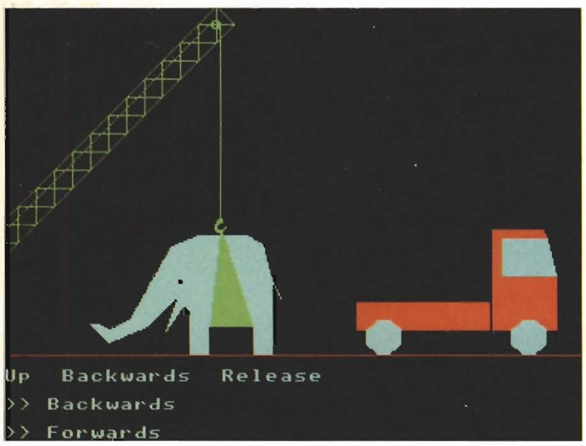
ON THIS MONTH'S CD




Emulators Part 6

# BBC & ORIC EMULATORS

**Simon Goodwin** steps back in time to re-acquaint himself with the machines he grew up with.




**Acorn's BBC Microcomputer may have had crude graphics but they were effective enough for educational purposes.**




**Does it look familiar? You can see that the BBC menus have a distinct Teletext feel to them.**

Both Acorn's BBC micro and Tangerine's Oric machine appeared in the early 1980s. And were responsible for introducing many youngsters to the wonders of an eight colour palette, MOS technology, a 65020A processor and three channel mono sound.

There are good Amiga emulators for both systems and you can emulate either without investing in a super-fast modern processor. The BBC Micro was more sophisticated in term of graphics and programming, but also relatively expensive.

## BBC MICROS

Acorn's BBC Microcomputer arrived in 1981, after a deal between Acorn and the UK broadcasting corporation. The BBC wanted to base a series of TV programmes around a new, British computer. Acorn scooped the contract, and guaranteed sales into UK schools.

The first computer encountered by many '80s pupils was a BBC Micro, usually a Model B with floppy drives or a network adaptor. The original tape-based Model A had just 16K RAM. The later Acorn Electron was smaller, cheaper and slower but ran much the same programs.

Display resolution ranges from 160 to 640 pixels per line, depending on the number of colours, with 256 lines. Beebs use digital colour – turning the red, green and blue signals entirely on or off – limiting them to eight colours or flashing combinations. Sound comes from the ubiquitous three channel sound chip, limited to square waves, with poor pitch and volume resolution, but easily programmed from BASIC.

The Model B had just 32K of RAM and the same amount of ROM. In theory this filled the address space of the 2MHz 6502A processor, but Acorn got around this with switching schemes and add-on processors. This was important because high resolution displays could consume almost two thirds of the standard RAM, leaving only around 10K for the program.

BBC BASIC has a good reputation because of its speed and improvements over Microsoft BASIC, including concessions to structured programming and a built-in assembler. But BBC BASIC is over-rated. It's greedy for scarce memory, there are serious gaps in its structured programming extensions, and it gets slow when meaningful variable names are used.

**"The BBC wanted to base a series of TV programmes around a new, British computer."**

These days HiSoft BASIC on Amiga, or even Microsoft's QBASIC, can run rings around it, but some people still like it and it has a neat screen editor with two cursors, indicating the source and destination for copied characters.

## BBC EMULATORS

There are three ways to emulate a BBC Micro on your Amiga – one Amiga

original, a conversion from Unix, and an Apple Mac Beeb emulator for Emplant or Shapeshifter. You could also run BBC BASIC programs under C64 or PC emulation, with commercial language interpreters, but I won't dwell on this possibility as you're better off using Amiga-specific code.

The oldest is appropriately, if confusingly, known as 'The Emulator', bundled with Commodore's 'Class of the Nineties' Amiga education pack. This uses a re-write of the Acorn ROM in 68000 assembler, so BASIC programs run at impressive speed even on the slowest Amiga. Simple loops run at full speed and even transcendental maths comes close, although precision suffers because it uses the Amiga's seven digit FFP library.

Amiga disk drives, serial and parallel ports are accessible, and there's support for serial transfers between a real Beeb and the emulator. Amiga text files may be generated or read with new *ASPOOL and *AEXEC commands, which transfer data and program listings between the BBC and Amiga environment. But you can't read original BBC micro cassettes or disks.

**"...BASIC programs run at impressive speeds, even on the slowest Amiga."**

6502 machine code, in most games and many utilities, must be interpreted, running at a fraction of the original speed on 16-bit Amigas. More seriously, the emulator does not allow programs direct access to display memory. This leaves 60K free for programs, but stops many of the best BBC micro games working correctly. Utilities and educational programs that use BASIC or the operating system work fine, usually at impressive speed.

This emulator was written for the 68000, and has not been updated for later processors, so it needs patches to run on modern machines. The Aminet utility TUDE does the trick for 68020 and 68030 users. Use the options 'Privileged' and 'Caches=None'. These slow the machine down slightly, but emulation is still very fast. I've yet to find a way to run 'The Emulator' on a 68040 or 68060 Amiga.

Keyboard mapping is good, adapting to the Amiga configuration. Screen emulation is quick but not quite perfect. The Emulator runs on its own screen and you can pause it to switch out to other tasks, but emulation stalls in the meantime. The sound chip is well emulated.

The Emulator is a good choice for basic Amigas, but not for modern processors with copyback cache. Luckily there's an alternative, ABeeb, which needs the power of modern machines.

## ABEEB

ABeeb is based on the XBeeb emulator for Unix computers, programmed in C by James Fidell. The original suits NetBSD on fast Amigas with graphics cards, but I've concentrated on testing the version converted for Amiga OS by Jonathan Belson. This will be released to Aminet after documentation and testing. I've reviewed an early version.

## PREPARATION

ABeeb requires extra files to run properly, including the large and cumbersome IXEMUL library, which adds Unix features to the Amiga environment, and ROM images from a late-model Beeb with OS 1.2 and BASIC 2. It does not tell you the required ROM names, but you can work them out from the error messages.

You must copy almost 100K of fonts to your Workbench. These are for Teletext displays, and include upper and lower halves for the double-height Teletext characters. ABeeb uses its own snapshot format but comes with BBCIM, a Dutch command-driven utility which converts files to and from the BBC disk image format used on the Net.

## STARTUP

ABeeb complained about the versions of IXEMUL and IXNET on my system, but ran regardless. Messages spew out in the console window as every key-press is received and before the screen is updated; starting the task with XBEEB <>nil: improves speed somewhat.

Reports indicate that keys are registered at once, but the emulator is slow at passing them on to the machine. I guess that a redundant 'key debouncing' routine causes the slow response. The keyboard layout is that of the BBC Micro, not the Amiga, so it takes trial and error to find all the symbols unless you can type blind on a real BBC keyboard.

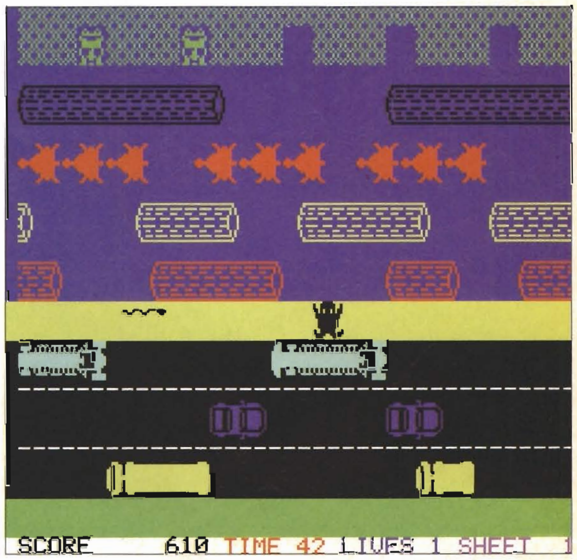
## DISPLAY

ABeeb opens a window on the workbench, overflowing the screen on a Multisync monitor in 'productivity' mode. It expects a DoublePAL display or graphics card, although at a pinch WB3 users with 15 KHz displays could get by, scrolling around a superbitmap. The next version promises to support a PAL screen.

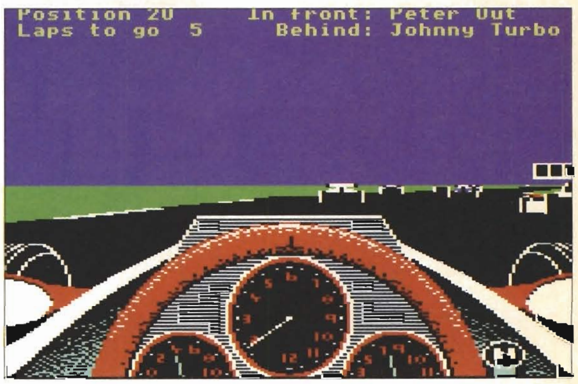
Display updates use WritePixelArray, a recent addition to Amiga OS, so you need Workbench 3 and either PatchWPA8 (from Aminet) or SetPatch 43.4, from Amiga Technologies. The output window has a close gadget but no other Intuition goodies. The latest version offers a start-up



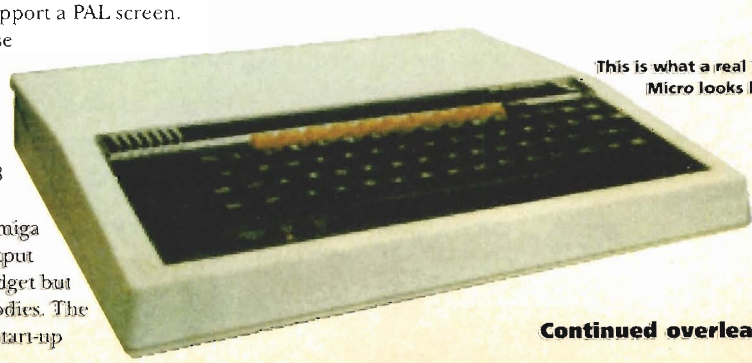

***Elite*** **was the greatest BBC game and indeed one of the greatest computer games of all time.**




**This Oric** ***Frogger*** **clone is certainly playable but rather jerky on an A4000/030.**




***Revs*** **was Acornsoft's answer to** ***Pole Position.***



**This is what a real BBC Micro looks like.**

**Continued overleaf ➡**

# THE ORIC EMULATOR



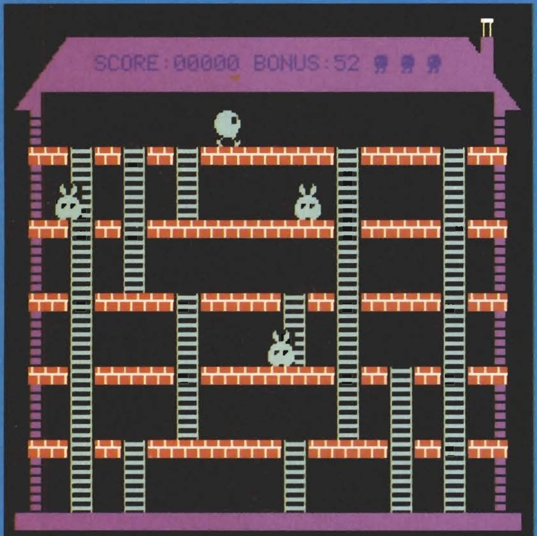
Oric style *Scramble* – obviously designed for the French market where the Oric Atmos was the leading home computer for quite some time.

The Oric-1 was launched at the beginning of 1983. It was developed by Tangerine Computer Systems who made a bare-board computer similar to Acorn's original model. In those days, fruity names like Apple and Apricot were fashionable among computer firms.

Oric-1s had either 16K or 48K RAM. The name Oric came from Greek mythology, via the sci-fi TV series Blake's Seven and it's irascible talking computer Orac – one of very few TV computers to contain a real micro.

Oric BASIC is a bit better than the Microsoft interpreter on which it was modelled. There are display modes for text and bit-mapped graphics. Both use serial attributes, like Teletext, which limit the colour changes on each line to eight-pixel boundaries. The screen resolution of 240 by 224 pixels leaves wide margins on an Amiga.

The original Oric sold 160,000 in its first year, when it was replaced by the Oric Atmos, with improved keyboard, BASIC and cassette loading. Sales increased, particularly in France where the Oric was the leading home computer for a while, and a year later production moved to Normandy.



*Panic*, running on AmOric. The Amiga version runs at acceptable speed on any 32-bit Amiga with fast memory.

### AMORIC

Jean-Francois Fabre's Oric emulator started life as a C program, running on Unix workstations. The Amiga version makes extensive use of Assembly language and runs at acceptable speed on any 32-bit Amiga with fast memory. There's a slow version for old 68000-based Amigas with Kickstart 1.3.

AmOric020 requires Kickstart 2 or better; it is system friendly and multitasks well. It has good AmigaGuide documentation, and simple on-screen help. Run-time options are controlled by a configuration file and function keys.

The keyboard layout of Orics and US Amigas correspond; most keys are where British users would expect, apart from quotes, at and hash symbols, which are in US rather than UK positions. The UK pound sign takes the place of underscore.

Amiga joysticks can emulate Oric keys, which helps A1200 owners who run into problems when pressing several keys at once. Software compatibility is good, but undocumented 6502 instructions and some timer operations are ignored, and there are some differences in sound between AmOric and the real thing. The AmigaGuide lists over 100 Oric games that work and just half a dozen that fall over.

The screen update rate depends on your processor, and is inevitably slow on unaccelerated Amigas. Graphics cards and Multisync displays are supported, and there's a mono screen option which trades colours for time. The PrintScreen key saves the Oric screen as an IFF file.

AmOric can emulate either the Oric-1 or the Oric Atmos, depending on your choice of ROM file. Both ROMs are included, with example programs. By default AmOric diverts cassette loading and saving to Amiga drives, but you can read original Oric cassettes, given patience and an eight bit sampler.

### FILE TRANSFER

TRANSF is a shell utility that reads a file sampled from an Oric cassette and generates data that AmOric can load directly. This is fine in theory but fraught in practice. If you've got Web access it's easier to look for the programs there first, as lots of programs have already been converted. Another utility, TapeInfo, scans sample files to analyse the contents and correct synchronisation errors.

Expanded Oric systems used Hitachi three inch disk drives. It's theoretically possible to connect these to the Amiga – as I noted last month – but I'm not aware of software that can decode the Oric directory structure so you'd have to work sector by sector and build up the file in a disk editor: a laborious process.

AmOric is GiftWare, so the author would be happy to receive just about anything from its users. I hope *AF* readers will respond, because AmOric is good and the author deserves encouragement.

### AVAILABILITY

AmOric 1.5 is on *AFCD7* and the current CD, with TUDE, which allows The Emulator to run on 32-bit Amigas. Updates are available on Aminet. The Emulator was originally a commercial product but some PD libraries have the files, and they're on the *Emulators Unlimited CD*. I bought the complete package, with manual, for a few pounds at an All Formats Computer Fair.

option to run it in 'quarter screen' mode, which will fit a normal PAL display, but makes the highest resolution, 640 by 256 pixel MODE 0, useless.

Sixteen colours must be free on your workbench so the emulator can allocate 'pens' for the eight BBC colours and flashing combinations. This means a sluggish workbench of 32 or more colours. If run with fewer pens it substitutes preset Workbench colours for the BBC ones.

Emulation speed is glacial on an A4000/030. ABeeb takes about 14 seconds to run a FOR loop and keyboard entry is painful.

There's no cursor in graphics modes, and changing from MODE 0 to MODE 1 does not clear the screen completely, even though it spends a few seconds and several slow passes trying to do so. Teletext MODE 7 has faster keyboard response – though it still can't keep up with input of one key per second – and shows a cursor, eventually. If the whole screen is updated it is slowly redrawn over a period of about a second from top to bottom.

A 68040 helps, but it's hampered by the slow A4000 motherboard memory. You need an accelerator with it's own fast memory to get the best from ABeeb. On a Cyberstorm 68060 it's quite usable in BASIC, though a graphics card is advisable for games.

ABeeb lacks emulation of the BBC micro sound chip but it is system friendly and stable and runs machine-code games unlike The Emulator. Unfortunately though it is horribly slow because the 6502 emulator and graphics support is all written in compiled C. It's worth a look if you've progressed from a Beeb to a power Amiga, but needs more work to make it accessible to the majority of Amiga owners.

## WEB SUPPORT

http://www.cistron.nl/~wouters/bbc/bbc-etc.html
http://www.nvg.unit.no/bbc/
http://www.ensica.fr/frances/oric/oric_english.html
ftp://mic-atm.lancs.ac.uk/micros/bbc

**USENET NEWS:**
comp.sys.oric
comp.sys.acorn.misc
comp.sys.acorn.programmer

### HORIZON

Horizon is a shareware BBC emulator for Macs, formerly Freeware and known as MacBeebEm. It's programmed in C and needs a fast machine. It's worth a look if you have Mac emulation and a graphics card.

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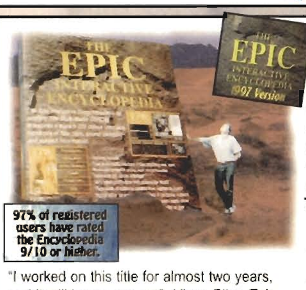
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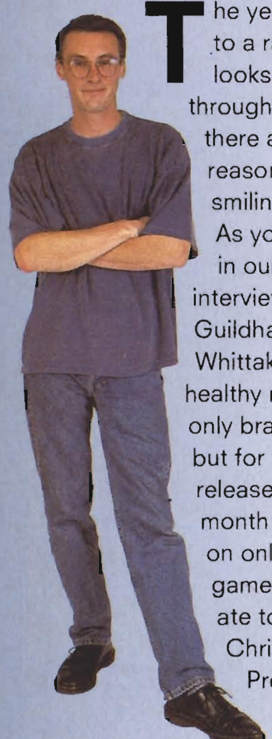
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# SCREEN PLAY

# Previews

**Accelerator cards? Emulators? Not interested, mate. We want to know about all the fabby new games that are coming and when we can play 'em.**



The year's already off to a racing start and looks set to continue through the year so there are plenty of reasons to keep smiling.

As you'll have read in our excellent interview with Guildhall's Andrew Whittaker, there's still a healthy market for not only brand new games but for quality re-releases too. This month we're focusing on only the one new game however (we ate too much during Christmas Previews), so sit back and enjoy!

## AMIGA FORMAT'S REVIEW POLICY

**Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.**

### WHAT OUR REVIEW SCORES MEAN

**90+%** The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.

**80-89%** These games are very good, but due to minor flaws are not the finest examples of their genre.

**70-79%** Good games which are worth buying, especially if you have a special interest in a game type.

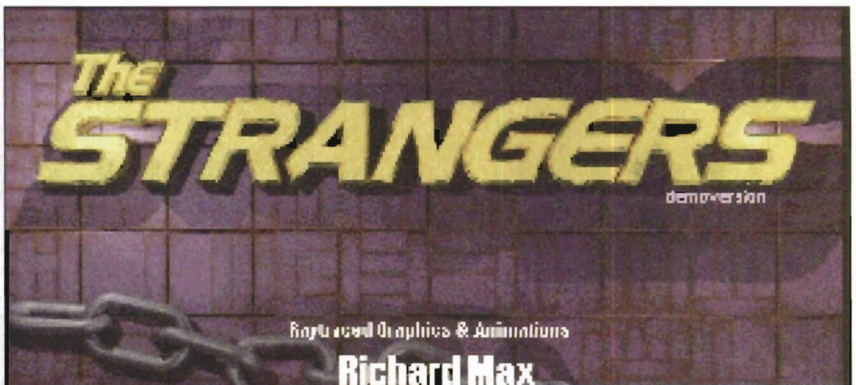
**60-69%** Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

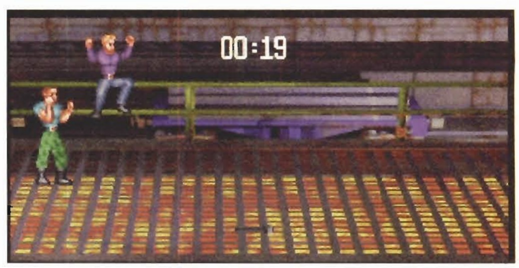
**50-59%** Below average games which are unlikely to impress your mates or your wallet. Avoid.

**40-49%** Overwhelmingly poor quality games with major flaws and appalling gameplay.

**Less than 40%** The absolute pits.

# The S




No, he's not particularly happy, he's just winding up for a hurtin' roundhouse kick. Watch out combat trouser bloke.

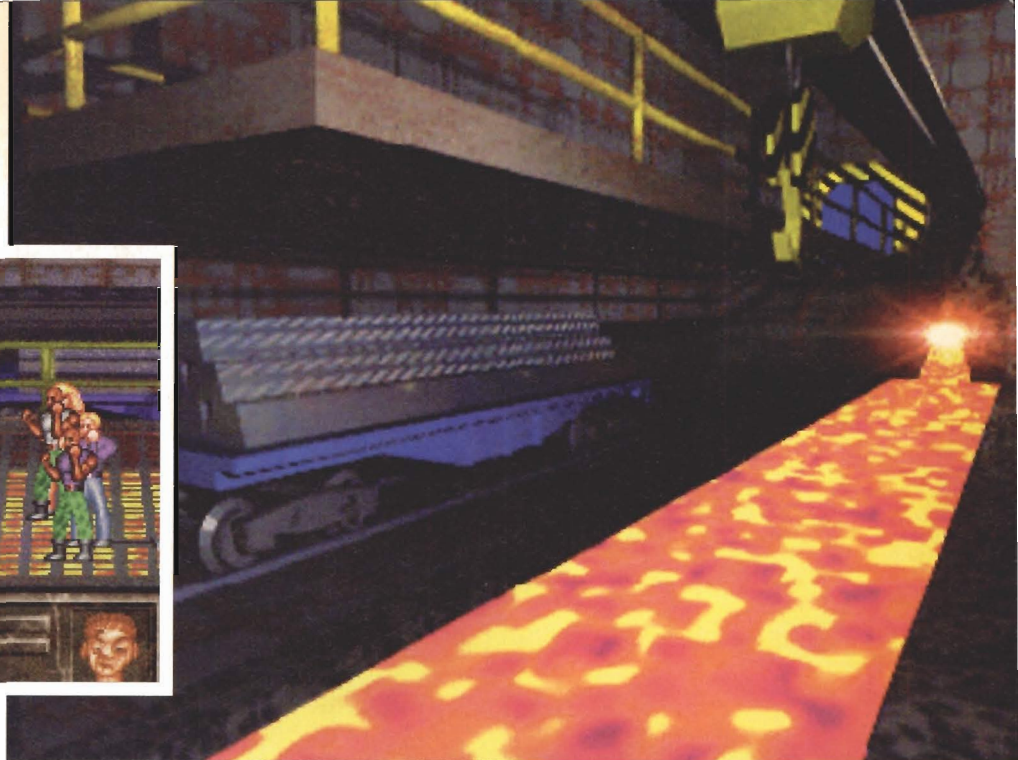
**AGA Amigas**
**■ Ablaze Entertainment**
**■ email: kraviar@vadium.sk**



They like the old style games over in Slovakia, apparently. This one harks right back to the days of *Renegade* and beat-em-ups of that ilk.

To be fair to the chaps though they have updated the gameplay – now one, two or even three players can join in the side-ways scrolling face-smacking action. The game looks lovely too – we've only seen a small demo so far but the animation immediately stands out because it's terribly smooth.

The gameplay is very familiar though. Using kicks and punches the idea's to fight off the baddies (with a few well-timed jumps into the air when they get a bit too close) and make progress through the 2D play area. As you'd expect, the baddies come thick and fast and aren't averse to a little double teaming just when you don't need it.

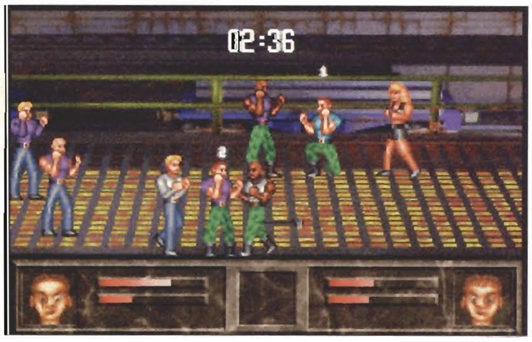


Here's an example of the fine rendered intro screens (right) that greet you at the start of each level.



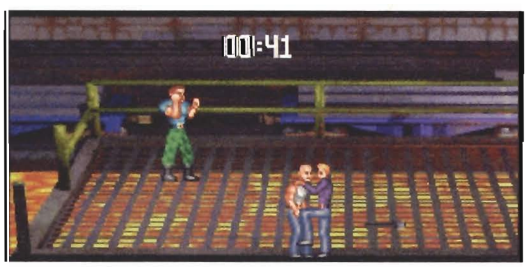

The single player mode and Mr Combat Trousers has got a bit of a battle on his hands. His mate doesn't look too good...

# trangers




In two player mode you're both going to have to work together to take out the numerous baddies.




Oooh! That smarts. Actually, maybe the guy in the white T-shirt is going to give the purple guy a lift up? No, not likely.

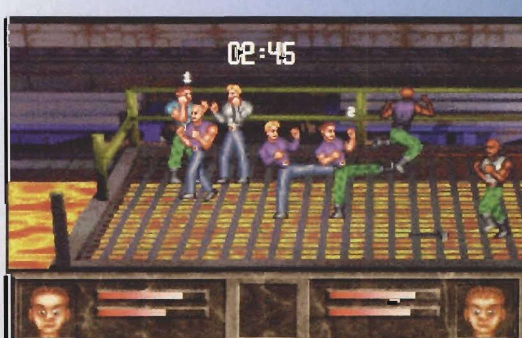
Your character's health is symbolised by two bars below the playing area. The top bar is your sort of 'immediate' health, take a couple of hits and this bar drops rapidly, when it runs out you tend to fall over. The bar restores itself once you stand up again but by which time you've lost a small amount from the bottom of the two bars. When this second bar becomes empty you're out of there. You get the idea.

In two and three player modes especially (although to a lesser degree in one player mode too) the clock in the centre of the screen becomes very important as it counts down – fail to despatch your enemies before the clock runs out and it looks like all your efforts have been for nought.

## PUMPING

As you'd expect maybe, there's a thumping techno kinda soundtrack to accompany the action but we'll be putting the game through it's paces proper when we get hold of a full version of the game. Oh yes, publishers – Ablaze are currently looking for some kind of publishing deal for the UK so give 'em an email and get hold of the demo yourselves. In the meantime, feast your peepers on this lot...

Boff! That blow knocks you to the floor and at the same time wipes out your top energy bar (it's rising back up again now) and takes some off the bottom energy bar.

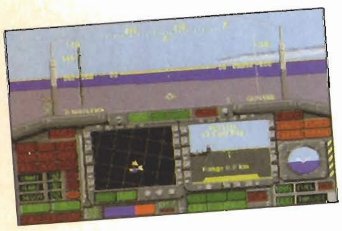



Player 2 enters the synchronised high kicking team – and gets one in the seat of his pants for his trouble.

# Flying the Flag

**Proof positive that the Amiga games market is alive and kicking. Andy Smith talks to Andrew Whittaker at Guildhall.**






Guildhall Leisure have always had the Amiga at heart. Especially when it comes to Amiga games. Recent history means many software houses have walked away from the format but Guildhall, and a few notable others like Vulcan, haven't.

They've continued to support the platform and, if anything, have upped their commitment. Recently Guildhall announced that they'd licensed some classic MicroProse games for re-release. *Amiga Format* chatted to Guildhall's Andrew Whittaker to find out what else Amiga owners can look forward to in the coming year from Guildhall Leisure...

**AF: We're very happy to hear that Guildhall have licensed 10 games from MicroProse, but why have you picked the 10 you have?**

AW: Actually the titles we've chosen were very much decided for us. Other titles were available for us to re-publish, but unfortunately it was all rather dependent on what components and what artwork was available to us at the time.

The other titles available were: *3D Golf, Covert Action, F15 Strike Eagle II, Grand Prix, Railroad Tycoon* and *Silent Service*. If any *Amiga Format* readers have got Amiga copies – boxed originals with all the components – then please put them in touch with us. We might be able to re-publish them.

**AF: So there's definitely the chance we might see some more MicroProse games from Guildhall at a later date?**

AW: That completely depends on the response we get to the request for boxed original copies of the games I just mentioned.

**AF: Do you intend to re-publish any other company's games then?**

AW: Certainly. We will be re-releasing six titles that originally came out from Electronic Arts. The games will be coming out in early to mid January (round about now then folks). We spoke to a few other companies but unfortunately their expectations were not really a reflection of today's Amiga market.

**AF: And those games are?**

AW: We've got *FIFA Soccer, PGA Golf, Theme Park, Desert Strike, Road Rash* and *Wing Commander*.

**AF: You mention the state of today's Amiga market, what kind of sales would you expect for a top-notch game like *Colonization* then?**

AW: *Colonization* is possibly the pick of the bunch and because we were fortunate to get most of the MicroProse titles out in time for Christmas, which obviously has an

> **"At this moment in time we have over 100 titles available for the Amiga so whatever happens we're going to remain very active."**

## F19 STEALTH FIGHTER

**AF16 91%**

**Moved Trenton Webb to say "F-19 is the business. It's the most complete flight sim yet in terms of gameplay. It's as if the plane was built for a game."**

## B17 FLYING FORTRESS

**AF46 91%**

**Old fave Richard Baguley said "Round up all the other fight simulators, stick them in a field and bomb 'em".**



## STARLORD

**AF66 52%**

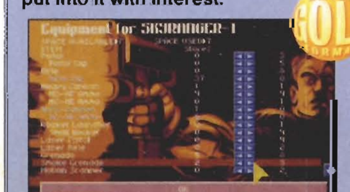
**Not all the games are brilliant. Steve Bradley didn't like this one, he thought it was "...uninspiring fare, though genre fans may glean some satisfaction."**



## UFO

**AF65 90%**

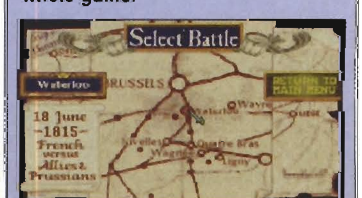
**Steve McGill always knew a good game when he saw one. He liked this and said " The plot, scenario and the mechanics are beautifully implemented, UFO: Enemy Unknown repays any investment put into it with interest."**



## FIELDS OF GLORY

**AF66 44%**

**And Steve McGill noticed a bug that reduced the playability of this title. "If you wanted to, you could set up artillery in the middle of a river. An unbelievable mistake which diminishes the whole game."**



effect on overall sales, we would hope to sell something like 2,000 copies of a game like this over a six month period.

## SPECIAL FORCES

**AF35 79%**

**Maff Evans said of this game at the time "Special Forces is a brave attempt to try and create something new in the field of combat simulations..."**

**AF: Looking to the rest of '97, can we expect the same level of commitment to the Amiga from Guildhall?**

AW: At this moment in time we have over 100 titles available for the Amiga, so whatever happens we're going to remain very active. We do have four brand-new titles available in the New Year and if anything comes along that's of sufficient quality, and at the same time the public still demands new, original games, then we see no reason to stop publishing Amiga software.

**AF: So how do you see the Amiga market faring during the year?**

AW: For a while now the Amiga market has been declining and no-one can escape that. On the positive side, the decline does seem to be slowing up. Bringing out new, original, games and re-releasing quality back catalogue games can only be a good thing.

**AF: Don't you think your Acid label will cause confusion among Amiga owners who associate the name with the New Zealand bunch who brought us *SkidMarks*?**

## F117A NIGHTHAWK

**AF54 92%**

**This one's a corker. Rob Mead thought so. He said "...provides you with another perfect example of why MicroProse are such undisputed masters of the flight sim genre."**




AW: I don't think using the Acid logo confuses anybody. It is very obvious to the Amiga buying public the Acid label represents quality software which is what MicroProse and Electronic Arts is all about.

**AF: Are our readers going to see your newly re-published games available in the shops or are they going to be only available from yourselves via mail-order?**

AW: We make our games available wherever we can. We have had great support from retailers such as Electronics Boutique, Game Ltd and Software Plus and generally most independents.

If anybody does have problems obtaining our games then we do have the facility to sell directly to the end user.

## IMPOSSIBLE MISSION:2025

**AF61 88%**

**Even Rob Mead was forced to say "This is definitely one of the most absorbing and addictive platform games we've seen for a long time. Impossible Mission is mean, moody and magnificent."**

**AF: Is the Acid label simply for re-releases, or will we see future new, original games coming out on the same label?**

AW: The Acid logo will be used for all re-published Amiga software. The reason for this goes back to what was said earlier about a strong brand name and quality software.

New games will be launched under their own respective label. For example, in January we are releasing *Euroleague Manager* and *Basket Island* from Manyk and *Minskie's Furballs* and *Gun Fury* under the Binary Emotions logo.

## DOGFIGHT

**AF53 81%**

**Again, Rob Mead has some stuff to say about this game: "Twelve planes, six wars and only one pilot – this is an engaging and detailed flight sim with a wide scope but lacks a realistic feel at times."**




**"Bringing out new, original, games and re-releasing quality back catalogue games can only be a good thing."**

## WANNA GET 'EM?

**If you can't find these games down at your local software emporium, you can get in touch with Guildhall Leisure at:**
**15 Guildhall Industrial Estate**
**Kirk Sandall • Doncaster**
**DN3 1QR.**
**Telephone: (01302) 890000.**
**The games have the following Recommended Retail Prices:**

| | |
|---|---|
| Special Forces | £9.99 |
| Starlord | £9.99 |
| Impossible Mission | £9.99 |
| F117A | £9.99 |
| Dogfight | £9.99 |
| UFO | £14.99 |
| Colonization | £14.99 |
| B17 | £14.99 |
| Fields of Glory | £14.99 |
| F19 | £14.99 |



**AF: Finally, would you consider publishing anything – licensed from someone else or otherwise – on the CD32 format? A compilation CD for example?**

AW: Unfortunately there doesn't seem to be a big enough demand for CD32 software.

The cost of CD replication and stockholding means unless you can sell 2,000 – 3,000 units then it's not commercially viable.

We do still have a range of titles available for the CD32, but only while stocks last.

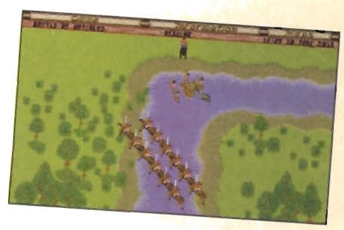
Andrew Whittaker was talking with Andy Smith.

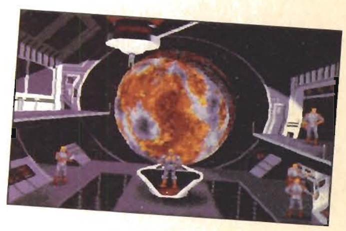
## COLONIZATION

**AF74 95%**

**Nick Veitch liked this one. He said "Near perfection, and arguably the best Meier game ever – which is saying a lot."**







# BosCar





**"Easier than Hopscotch, beating all the top-notch racers" as Andy Smith's fave, George Formby, once sang. Oh dear.**




If you don't like your car's colour scheme, select the spray can and give it a new coat.

Not wanting to start on a negative note but if this game only had one careful owner previously it would be an improvement. Thank goodness Jeremy Clarkson's unlikely to get his mitts on it!

There are a total of six courses for you and a mate to race on and you can also race these individually (or sequentially in Grand Prix mode, if you finish each race in the top three) if you so desire. Suppose you fancy a quick, one-race: you're presented with a rear view of your car (ala *OutRun*) as you go, erm, speeding round the course. After a few seconds you'll realise why this game isn't much fun to play. The car handles like a cow. A very slow cow with no motivation to go any quicker. Or to respond to commands like 'turn left a bit' or 'turn right! Now!'. The time lag between joystick or key presses is horrendous. The screen chugs along while you're blasting down the straights and your car adopts some very strange shapes as it tries to go round corners.

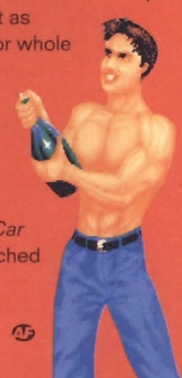


## Options

There are a few options to play around with which should make life more fun, so let's play with them: difficulty levels – the appreciable difference between Novice and Expert is non existent unless you turn on the one option that actually does anything – the auto align option. With this on you'll notice that whenever you drive over any of the big arrows indicating there's a corner coming up your car will align itself in the direction of the arrow. This is not always helpful.

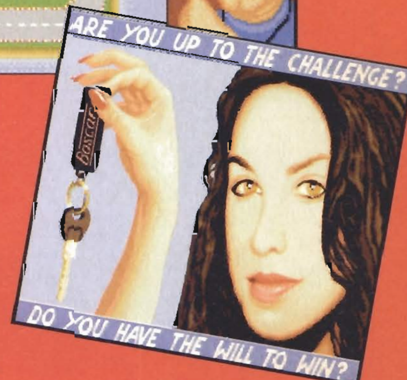


*BosCar* is poorly designed and poorly implemented. With some very poor cut and intro screens thrown in. The gameplaying experience is wholly unjoyous. You simply hold down accelerate and attempt to turn corners. That's it. Even when two of you are racing, trying your best to beat each other, it's hard to feel anything approaching a rush of adrenaline. And finally, despite being told on the first course that "Cutting corners doesn't pay... ...cheats never win at *BosCar*" you'll find you can cut as many corners (or whole hairpin bends) as you like, the only penalty being a short loss of speed. It's hard to imagine *Stunt Car Racer* was launched on the Amiga back in 1988, isn't it?






The very first track. Ignore the bloke on the side because he's talking rot. Cut those corners!




**PUBLISHER:** Club 21 (mail order only) 2 Leigh Road, Walsall, West Midlands, WS4 2DS
**PRICE:** £9.99
**VERSIONS:** A1200
**REQUIREMENTS:** 1Mb
**RELEASE DATE:** Out now

**GRAPHICS:** ●●○○○
Not terribly impressive in any way.

**SOUND:** ●●○○○
Again, nothing special going on here.

**ADDICTION:** ●●○○○
You need dedication to complete a race.

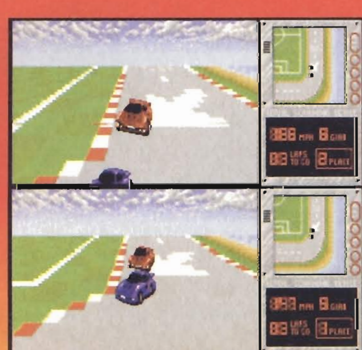
**PLAYABILITY:** ●●○○○
Not easy or intuitive at all. Wholly unsatisfying.

**OVERALL VERDICT:**
**This must be one of the least tempting racing games around.**

**30%**



You're the red car in the top screen. This is the start and already there are crashes.



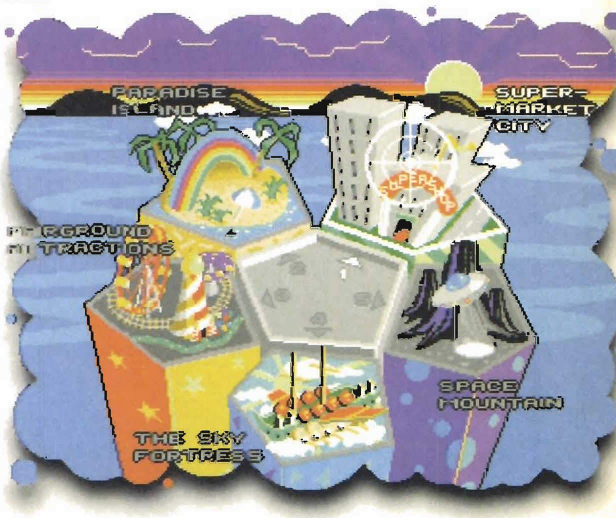
Split-screen two-player mode. It might look like a thrilling race, but it's far from it.



Eek! The car goes sideways after hitting an ice patch on the game's second track.

# Tommy Gun

**Andy Smith** usually shoots from the hip. This time it's from the lip.




Ten levels and this game would have scored slightly better. If the five levels that the game does have were longer, with more variety, it would score better too. But not by much.

*Tommy Gun* is a very simple game. Move your character (Tommy Gun) left or right, depending on which way the level scrolls, shooting at the various baddies that pop up and out from everywhere. Get to the end of the level and take on the end of level boss. Destroy him, get a passcode to the next level and you're off again.

And you can even get a mate to join in too – they'll have to play the Big Cheese character, but you can't have everything can you? Not that things change much when two players are going at it – there's no sudden increase in the number of baddies or anything. You do seem to take hits more often though, which is the way things should be given that the challenge isn't increased anywhere else.

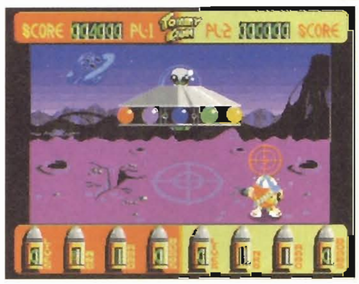
## Free the tomatoes

Back to the in-game entertainment though. As you'd expect, because this has all been done before, Tommy's machine gun runs out of ammo (not entirely but your machine gun fires single rounds) and Tommy himself takes hits. The way to limit the damage is to shoot open the cages to the captured tomatoes (hey, I didn't come up with this!) who will then throw you a goodie such as a health kit, a grenade (acts like a smart bomb that destroys all baddies on the current screen), more ammo and the occasional shield. Just don't get too reckless because you can kill the tomatoes if you shoot anywhere other than the lock.

## Not much to it

There's nothing to this game. The levels are very short, the end of level bosses are easy to beat (except the very last one of course), the game does nothing that hasn't been done many, many times before and even the inclusion of the two-player mode does very little to lift it.

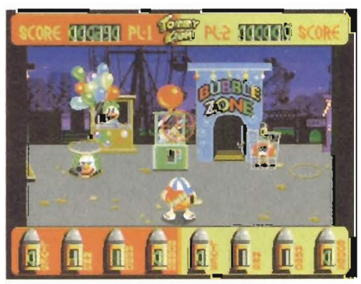
It's well put together all right, it looks fine and the music and effects are just dandy, but for £15 we're not talking value for money. Even younger players are going to find that Tommy Gun quickly becomes dull and tedious. Like we say for games of this quality ...unlikely to impress your mates or your wallet. Avoid.




The very final end of level baddie. Shoot out the lights Tommy!




Penguins? Pah! They don't scare our hero, he eats 'em for breakfast.




Tommy at the fairground. There's a train about to come out of the Bubble Zone.




Machine-gun sharks and pirate's parrots are the main baddies on this level. Ho hum.




RIGHT: Tommy and his mate take on some wild veggies. Release the trapped tomato by shooting the lock.

**PUBLISHER:** Mutation (mail order only), 15 Burcote Drive • Anchorage Park • Portsmouth, Hampshire • PO3 5U
**PRICE:** £14.99 (cheques payable to A.R.Cummings)
**VERSIONS:** A1200
**REQUIREMENTS:** 1Mb
**RELEASE DATE:** Out now

**GRAPHICS:** ●●●○○
Big, bold, childlike and generally pleasant.

**SOUND:** ●●●○○
Techno tunes, brat-a-tat-tat noises and talking.

**ADDICTION:** ●●●○○
More than you might imagine, but it won't last long.

**PLAYABILITY:** ●●●○○
Simple, easy and very simplistically playable.

**OVERALL VERDICT:**
Big, bright, bold graphics. *Tommy Gun* is very simple, easy and ultimately lacking in challenge.

**50%**

They are proof positive that even market forces can't hold back the flood of creative Amiga talent. They are, of course, the...

# Reader Games

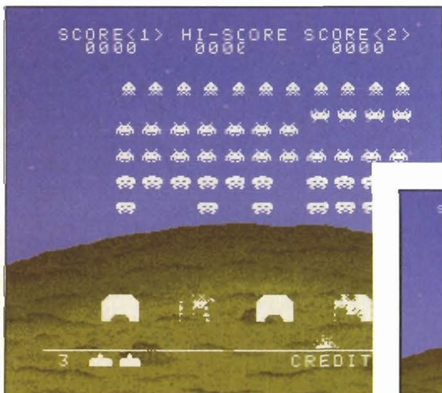
Each month we receive dozens of games from readers and this is where we cast our professional eye over them. The idea is not to rip them apart, merely to offer advice and suggestions, based on years of reviewing experience, as to how they can be improved.

The standard of games we receive is constantly high and getting higher and although we do get the odd submission that's well, shall we say, bizarre – the majority of Reader Games are designed and coded by people with obvious talent. If you've always had the desire to create a game that's going to make player's jaws drop then now's the time to do it.

If the pride alone isn't incentive enough for you then bear in mind that every game featured on these pages wins a fabulous CD from Epic Marketing, with the month's star game picking up an extra £50 from Amiga Format and a further £50 worth of Epic CDs.

And why are Epic involved? Because once we've looked at the games, we pass them onto Epic who have another look at the games with a view to publishing them. You have no excuse.

**Game:** AUTHENTIC SPACE INVADERS
**Author:** DAVID SANDERS
**Language:** BLITZ BASIC 2

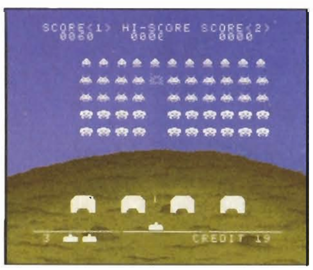


'pssshhh, boom,boom,boom,boom, pssshhh'. You could almost be there couldn't you?

We've seen our fair share of games that take their gameplay influence from the classic coin-ops of the early eighties, but *Authentic Space Invaders* has to be the most accurate clone we've seen to date.

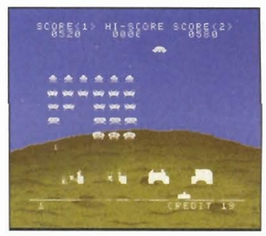
Don't expect any power-ups, special moves or end of level bosses. David's stuck as close to the Taito original as possible. All of it from the on-screen text and attract mode down to the 'hit the spaceship on shot number 23' and the fact that if you let the invaders reach the bottom level they stop bombing you.

This is full-on 1981 stuff and despite the fact that there must be thousands of *Space Invader* clones in the shareware and PD libraries, you can't help but be taken back in time when you play this. The alien's behaviour is right, the speed is spot on and even (we'll have to take David's word on this) the screen dimensions are right! Now that's the level of accuracy we admire at Reader Games when someone's trying to be as authentic as possible.



It's Space Invaders. In every way. What more is there to say?

As for the gameplay – well, it's *Space Invaders*, no more and no less – there's nothing more to say about it.


Lining up for the 23rd shot.

VERDICT: AS AUTHENTICALLY SPACE INVADERS AS A VERY AUTHENTIC THING WITH A SPECIAL REASON TO BE AUTHENTIC. SPOT ON AND JUST AS EXCITING TO PLAY TODAY AS IT WAS BACK IN THE EARLY EIGHTIES (AHEM).

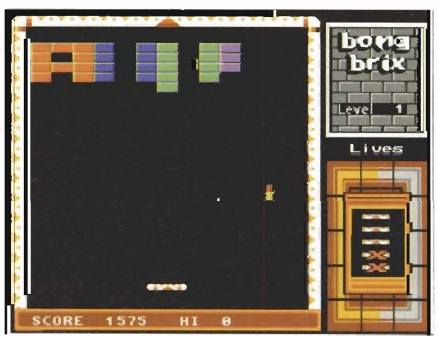
**Game:** BONG BRIX
**Author:** ZETH WARD & BEN BROWN
**Language:** AMOS PRO




When you're serious about producing games you've got to take the knocks on the chin. A mere couple of months ago these chaps (who call themselves Spunout Software) got a bit of a kicking in Reader Games for their *Horace takes a trip* game (AF 92) which moved us to wonder "Why waste time and effort creating something that's designed to be pants?"

Has that stopped them working on new projects? No. Has it stopped them sending in their new projects to Reader Games? No. Is there a lesson for all budding programmers in that? You bet.

*Bong Brix* is the first of the two *Breakout* clones we're looking at this month in Reader Games. This is the worst of the two, and for one very simple reason. The ball (which is tiny)



That little yellow thing with a red hat on is what sends your ball flying all over the screen.

moves around the screen far too fast. And then it gets faster. There's this little character that moves around the screen randomly (it looks like something from The Cat in The Hat) and whenever your ball collides with it, it goes flying off in a random direction at a great rate of knots.

The rest of the game is very basic but you'll find that because the ball moves so fast – and despite the fact that you've got 5 lives – getting past the first screen will take you all day.



The first screen. Get used to this one folks you'll be seeing an awful lot of it.

VERDICT: A COMPETENT BUT SIMPLE *BREAKOUT* CLONE. THE GAMEPLAY'S RUINED BY THE FACT THAT THE BALL MOVES FAR TOO FAST TO BEGIN WITH. CURIOUS 'GET YOUR BALL STUCK ON THE SIDE OF THE SCREEN' BUG TOO. NOT THE BEST THING TO BE SUBMITTED, BUT A WHOLE LOAD BETTER THAN THEIR LAST EFFORT.

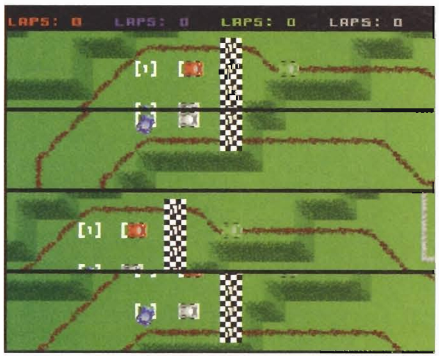
## Game: TERMINAL VELOCITY
## Author: JAMES MASON
## Language: BLITZ BASIC 2

Oooh, we don't see many overhead racing games these days! (ahem). This one could easily have been so much better too. As it stands it's not half bad – there's a four player mode, loads of courses and the game can be raced over up to 9 laps against easy, average or hard opponents (computer ones obviously) in a single race, over a season or in a knockout.

The biggest problem with the game is the sheer amount of inertia James has put on the cars – hit something and not only do you stop but you tend to go flying backwards for anything up to half a lap! Even when you've turned the jumps down to small (there are loads of jumps and other obstacles littered around each track, which is good) and the skids down to small as well, the game becomes very frustrating.

This isn't so bad during the knockout competitions because you're not racing. In this mode it's more like a *Destruction Derby* affair where you all battle against each other in an arena and the last one standing is declared the winner

*Terminal Velocity* is a fine effort that lets itself down by simply having too much inertia. This makes the gameplay less satisfying and skillful than it would otherwise have been.



The impressive but not terribly easy to follow four player mode. Still, it all moves swiftly enough.



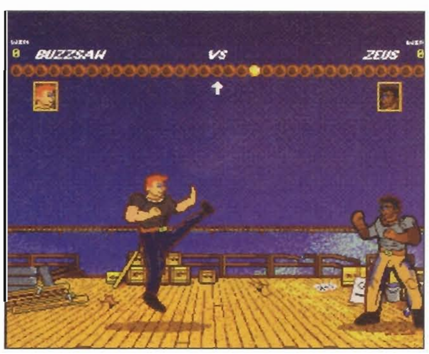
The destruction arena. Take a tip – let the others slug it out first before moving in yourself.



Flying across the start in one player mode and when we say flying, we most certainly mean it.

VERDICT: THIS WOULD HAVE BEEN A WHOLE LOT BETTER IF THE CARS DIDN'T BOUNCE AROUND QUITE SO MUCH. THERE ARE LOADS OF OPTIONS TO ENABLE THE PLAYER TO PLAY IN VARIOUS MODES AND THAT VARIETY IS WELCOME. A GOOD LITTLE GAME THAT'S SLIGHTLY, BUT FUNDAMENTALLY, FLAWED.

## Game: BLOOD BRAWL
## Author: ERIC PARK
## Language: AMOS



The graphics may not be by the best technical artist ever, but they're more than adequate.

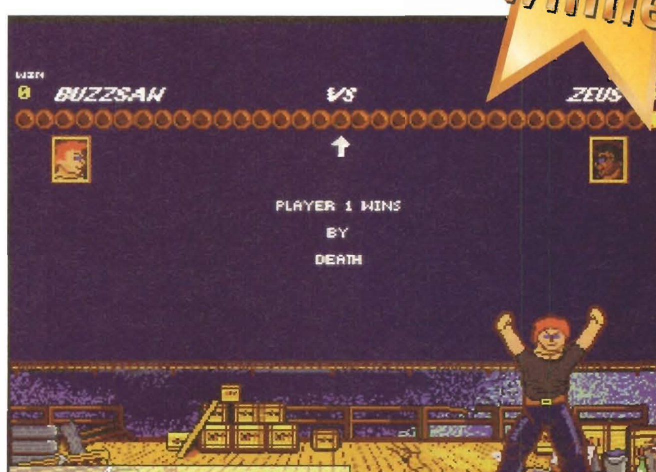
We don't get too many full-on beat-em-ups in this section of the mag, and especially not ones of this quality. Although this 2D incarnation isn't exactly going to give *Capital Punishment* (*AF90*, 90%) a serious run for it's money, it demonstrates the one important ingredient that should be put into all games during the baking of 'em – playability.

The graphics may be crude and clunky at times, but they're functional and Eric's even indulged himself with a few special effects – such as blood flying all over the screen when someone gets hit and the dismembering of the vanquished character (the graphics are too crude to give you nightmares).

There are no special moves when it comes to the characters (of which there are only two) but they have a wide enough range to make each bout a challenge (especially in two player mode) and that, at the end of the day, is what we're really looking for in a game of this type.

It's very simple in concept – there's an energy bar at the top of the screen – you smack your opponent and it moves the energy bar onto his side of the screen, when it reaches the end you've won. But there's slightly more to it – you can't just jump around the place swinging wildly because too much effort causes you to lose energy. Eric's allowed a small amount of room for tactics but it's really all about getting out there and getting your fists swinging. Not a Format Gold but a good 2D beat-em-up and a quality game that's certainly worth this month's Star Prize. Oi! *Buzzsaw*, did you spill my pint?



Buzzsaw gives Zeus the end of bout coup de grace. You don't have to but it is a satisfying way to end the contest.



Boff! Take that mate! This game is surprisingly playable and entertaining.

VERDICT: CRUDE GRAPHICS BUT GAMEPLAY THAT MORE THAN MAKES UP FOR IT. THE RANGE OF MOVES MAY BE LIMITED BUT THERE ARE ENOUGH TO MAKE THE CHALLENGE ENJOYABLE AND AT LEAST YOUR CHARACTERS RESPOND AS THEY SHOULD. A FINE EXAMPLE OF SOMEONE BEING BRAVE ENOUGH TO TACKLE A DIFFICULT AND HIGHLY SPECIALISED GENRE. GOOD STUFF ERIC, LET'S HOPE THIS MONTH'S £50 PRIZE ENCOURAGES YOU TO CONTINUE.

**Continued overleaf ➡**

## Game: BUSTING BRICKS
**Author:** MATT MECHAM
**Language:** AMOS PRO




This is the second of this month's *Breakout* clones and what a whole lot better it is than *Bong Brix*.

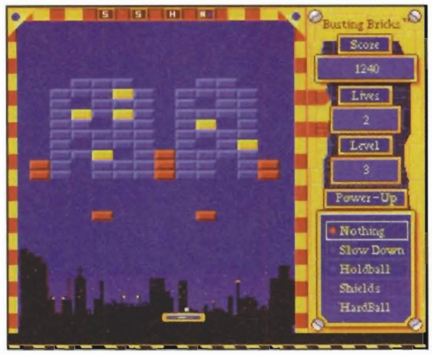
For a start the ball speed is sensible. It starts off fairly slow and gradually speeds up after several minutes (there's an option to start it off even slower if you need) – making the game easy to get into and a joy to play.

Then you've got different types of brick – some that only need one hit to be destroyed, others that need several. Then you've got the power-ups. Some bricks (you don't know which until you've destroyed them) release power-ups that can be activated by pressing the right mouse button. The most common, fortunately because it's the most useful, is the slow-down power-up. When things start getting hairy, simply hit the button and bring everything back to a controllable level. Be quick though – if you inadvertently release a power-up it over rides any you've got already.

The game plays great, there's even a decent difficulty curve. *Busting Bricks* may be simple and it may well be nothing more than a *Breakout* clone but it's well polished and Matt has at least taken the trouble to try and make his game not only playable, but enjoyable.




The rather splendid *Busting Bricks*. Much better than *Bong Brix* because it's highly playable.



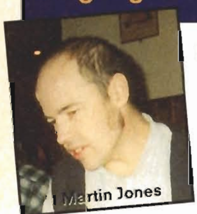

Despite the different coloured blocks you can't tell which ones are going to release bonuses.




You won't last long Mr Space Invaders Face. Especially if I get some of those power-ups.

**VERDICT:** IT'S ONLY A *BREAKOUT* CLONE BUT IT'S EXTREMELY WELL PUT TOGETHER AND GREAT FUN TO PLAY. PUT *BONG BRIX* AND BUSTING BRICKS TOGETHER AND YOU CAN SEE WHAT A DIFFERENCE A LITTLE THOUGHT ABOUT GAMEPLAY MAKES. VERY ENJOYABLE AND NOT A LITTLE ADDICTIVE.

## Game: PSYCHE
**Author:** PAUL NORDOVICS & MARTIN JONES
**Language:** AMOS PRO

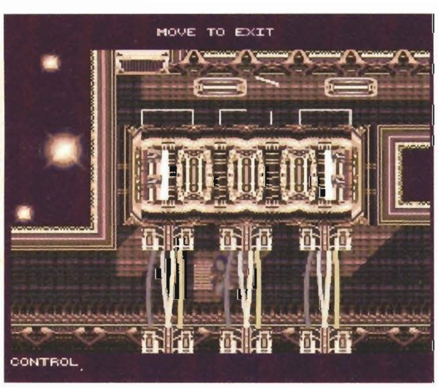



Here's a game that had the potential to be excellent – certainly a contender for this month's top prize and very probably a commercial release. It's such a shame that the damn thing keeps locking up. You're this chap called Connor who's out to thwart a dastardly plan by a bunch of aliens to take over the Earth. To that end you start your point and click adventure viewed from above in the Research and Development dept of a space ship. Ok, that's enough plot. This game, although a little dark, looks excellent. There's been loads of attention to detail and lots of variety. Some of the graphics do look confused however and it can be difficult to work out what you're looking at – a mixture of viewing things from above and high detail.

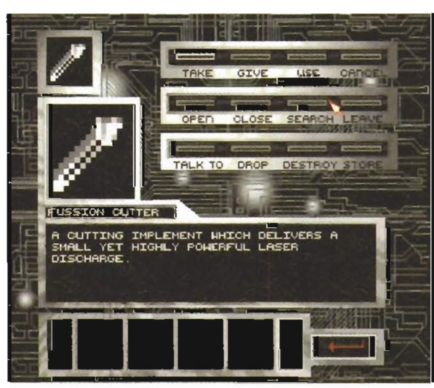
Basically you move a small cursor around the screen, highlighting objects and areas – when the text message at the top of the screen tells you that you can 'move to' or 'examine' an object or area, you know you're supposed to interact with it. This is how you collect objects and progress through the game. You can also use objects on other objects to complete small tasks (open the locker, take the keycard, use the keycard on the keypad, open the unlocked door – you get the idea).

Every time I enter a room where I can see an exit or an object to pick up and my character can't actually get himself there (there's something in the way or whatever) the game hangs. This wouldn't be so bad if there was someway of avoiding going into the room in the first place, or getting out once you were in it.

*Psyche* looked like it could have been something of a corker, but it shoots itself in the foot with bugs like this. It would also be less confusing if not absolutely everything was described when you moved the cursor around the screen, but that's another story.




Ah. It's all gone horribly wrong as I try to move to the exit. Nice idea, shame about the bugs.




The effective and easy to use object manipulation screen. The graphics aren't the greatest though.

**VERDICT:** A POTENTIALLY TOP-DRAWER GAME THAT LETS ITSELF DOWN BY BEING BUGGED. WHEN YOU'RE MAKING A GAME YOU'VE GOT TO IMAGINE THAT THE PLAYER AT THE OTHER END WILL DO EVERYTHING WRONG WHEN PLAYING THE GAME, SO MAKE SURE THEY CAN'T GET THEMSELVES INTO TROUBLE. A BIG SHAME THIS DOESN'T LIVE UP TO EXPECTATIONS.

## MORE OF THE SAME PLEASE!

Every game featured in our Reader Games section wins an Epic CD and the winning entry also wins £50 from *Amiga Format* and another £50 worth of Epic CDs.

If that doesn't inspire you to get those submissions in then nothing will.

Just a note of caution though: don't bother sending in that PD game you coded three years ago just to try it on, we'll spot it and chuck it in the bin. After we've erased the disk for good measure.

And, once the game's been featured here, we'll be passing them all onto Epic Marketing who'll take a look at the good ones with a view to publishing them. There's nothing guaranteed but you never know – you might just get a phone call in a couple of months time. Please remember to make sure you put a contact number or address on any of your submissions and can you also enclose a recent photograph of yourself so that other readers can see who's responsible for the masterpiece that you have created. Right, that's it so hurry up and send them in!

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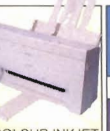
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# GameBusters

**Nearing the end of your tether? Had it up to here with that blasted game? Ready to fling the thing across the room and give it all up? Don't just yet. GameBusters is here to help. And, by golly, help it does!**

# BENEATH A STEEL SKY

Although this game was released back in '94 we've had a steady request for tips and cheats ever since. So, with goodwill still in our hearts, here's how you complete the thing. Now stop asking for help, OK?

You start at the head of a set of stairs and overhear a security man having a conversation with the maintenance man, Old Hobbins. Listen to what's being said and then walk over to the left. Pull off the rung on the far left and use it to open the door on the right. This creates enough noise to attract the unwelcome attention of the security guard. Before he has time to reach you, walk over to the door on the right and force it open using the rung.

The next sequence of events is pretty much taken care of for you. Go back down the stairs and through the exit to the right. You'll see a pile of old junk. Stick your circuit board into this pile. Miraculously, one of the pieces in the pile comes alive – Joey, the smart-ass droid. Have a chat. Now stand on the lift. This sets off an alarm that alerts Old Hobbins. As soon as he comes through to see what the noise is all about, go through the exit to the right. This next bit is time critical, so pay attention:

Quickly locate and open the cupboard. Grab the spanner from inside the cupboard (you'll need it later). Go back to the room with the lift. Inspect the transporter droid and then talk to Hobbins. As soon as you've got some useful info about the droid get Joey to fix it. The transporter droid will now go about its business. Wait for it to come back. It will load a drum on the lift. When this happens, jump down the hole. After a while Joey will follow you. Ask him to open the door. As soon as the door is opened, you'll be confronted by Reich. He'll be killed by sparks from the furnace. Search the corpse and pocket the possessions.

"Use the spanner and ask Joey if he wants a new shell. You'll now have a much better looking droid!"

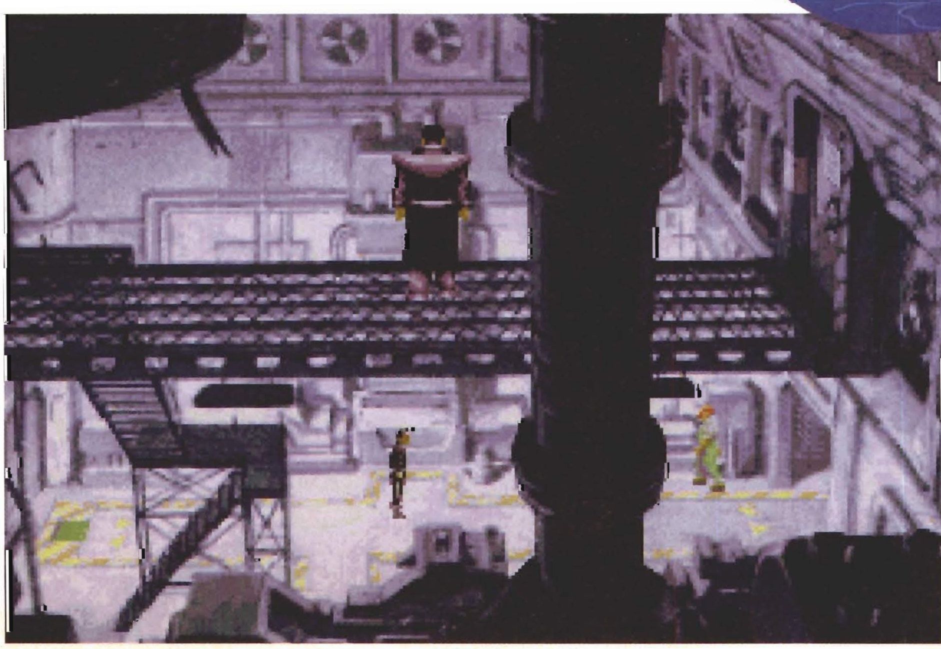
From here go right and then right again. At this location there should be an exit to another building. This is the factory. Chat with the woman there – her name's Anna. Wait until a big fat greaser of a bloke comes along – he's Lamb, a self-promoted supermarket manager type. Tell him you're security and take the exit to the right.

This is another part of the factory. Take the spanner and put it into the exposed cogs in the machine. The machine will stop working almost immediately (how many times will they use that old 'spanner in the works' routine?). If you put the cursor back over the cogs it should now read "Damaged Cogs". Take the spanner back out and go to the left. Locate the droid at the furthest left of the factory. Use the spanner and then ask Joey if he wants a new shell. You'll now have a much better looking droid! Try walking through the top left door that leads to the storeroom. You'll be refused entry so ask Joey to check out the storeroom for you.

## Plastic explosive

When he comes back, ask him to disable the fuse box he reports to be there. As soon as he gets back walk into the storeroom yourself. Push the gangway over and pick up the piece of putty you'll find underneath it. Show this putty to Joey and he'll tell you it's plastic explosive. To leave the factory go along the walkway until you reach the building at the far left. This is the steamroom. Once inside,

Ooh look, you can see my mate from up here! Coo-eee! Justin! Watch out for that other bloke!





No. I don't care what you can see from all the way up here. I'm not looking. I want you to open the door and let me back in right now. Yes. Right now. No I won't step backwards for a photograph.

use the spanner on both of the buttons on the boiler. Ask Joey to press the button on the left and simultaneously press the button on the right. The old man will complain and leave. When he does pull the switch on the dash on the left. Remove the lightbulb and put the plastic explosive in the socket.

Pull the switch again. A door at the bottom of the panel should open and reveal two more switches. Pull the one on the right down. Leave the steamroom and go into the lift near the factory. You'll need to use Reich's ID card to do this. Once out of the lift, walk to the left and then go through the doorway on the top right. Use Reich's card on the left slot and enter the room. Pick up the pillow on the bed and pocket the magazine. Travel to the right, past the lift you came out of until you happen across Travelco. Cover all conversational options and he will eventually swap a tour for the magazine. Go back to Reich's apartment and wait until Lamb arrives. Chat with him. When he mentions going away, hand him the ticket. Head back to the factory via the lift and have another chat with Lamb. He takes you on a tour of the factory but leaves abruptly.

## Reich's card

After he's left, talk to Anna again. When she asks for your ID card, hand her Reich's. Talk to her exhaustively. Now leave the factory and jack into the LINC terminal. Select two, one, one, two. Jack off and wait for Lamb. Chat with him again and wait for him to authorise your entry to his flat, but before going down grab the cable to the right of the screen (you'll need to get Joey to cut it). Travel down in the lift, pick up the cable and then head for Lamb's pad. Use Reich's card in the slot. Use the machine on the right to feed the cat. Pick up and pocket the video. Leave the area and travel along the walkway to the far left and enter the building called 'Burke's Bio Surgery'. Chat with the hologram to let you through the door on the left. Go through and chat with Burke. Offer him your (erm) testicles and he'll give you a Schreibmann Port. Again, exhaust all of the conversational possibilities. Leave the surgery and travel to the far right and enter the building next to Travelco.

Examine the statue then have another exhaustive chat with the man behind the desk. Enquire about a Special Policy and tell him Burke sent you. When he leaves, ask Joey to weld the anchor off of the statue. Pick up the anchor and go back to the top level again. Head for the steam room and go through the door to the right. Make a grappling hook. Walk up the stairs and out the door. Throw the hook at the shield on the opposite building. Swing over and crash through the window. You'll find yourself in a dark room. Go through the door to the right. This room reveals a strange kind of seat thing – the LINC interface. Use Reich's card in the slot next to the interface and sit down.

You've now been transported into LINC-Space. Pick up the ball you find and head for the exit on the right. As soon as you enter the next room, check out your inventory. You'll notice that it's completely different from the ordinary one. Use the OPEN program on the carpet bag that you find in this room. Pick up both items because you're going to need them later on. Use DECOMPRESS with the compressed data and DECRYPT with the documents. Take the exit to the right. The next bit is very tricky:

**"Throw the hook at the shield on the opposite building. Swing over and crash through the window."**

**Continued overleaf ➡**

# HELPING HANDS

## CANNON FODDER

**My Dad has bought me *Canon Fodder* but he's been playing it and is stuck on mission 12, part 6. He blows everything up, EXCEPT the factory. He can't get in the choppa and doesn't know what the little green pads or hatches on the floor do. The choppa seems to be hovering above the factory roof. How can he get past this mission?**

***Steve Wilson***

*It's perfectly possible to complete this mission without using the choppa or the pressure pads, and with only one man as well. Head east to the first bunker and destroy the gun on top. Now go southeast, destroy the enemy choppa before it gets the chance to take off and head anticlockwise taking out the enemy guns. Run to your own gun on top of the factory and destroy the facrory door. Make sure that the man you send has all the rockets and you should be through before you can even begin to wonder how you ever had any trouble with this level!*

## ZOOL

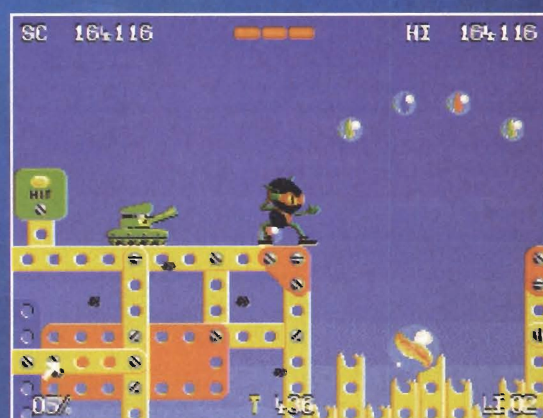
**I am having terrible trouble with *Zool*. I need some cheats and level codes if there are any because I'm not very good. Please help.**

***Adam Ashby***
***Moston***

*Luck is with you Adam. For a top cheat, type GOLDFISH on the title screen to activate the cheat mode. The following screens will then be activated: F1 to F6 to skip from world to world.*

*1 = invincibility*
*2 = to skip levels*
*3 = to jump to the same level on the next world*
*4 = for suicide*

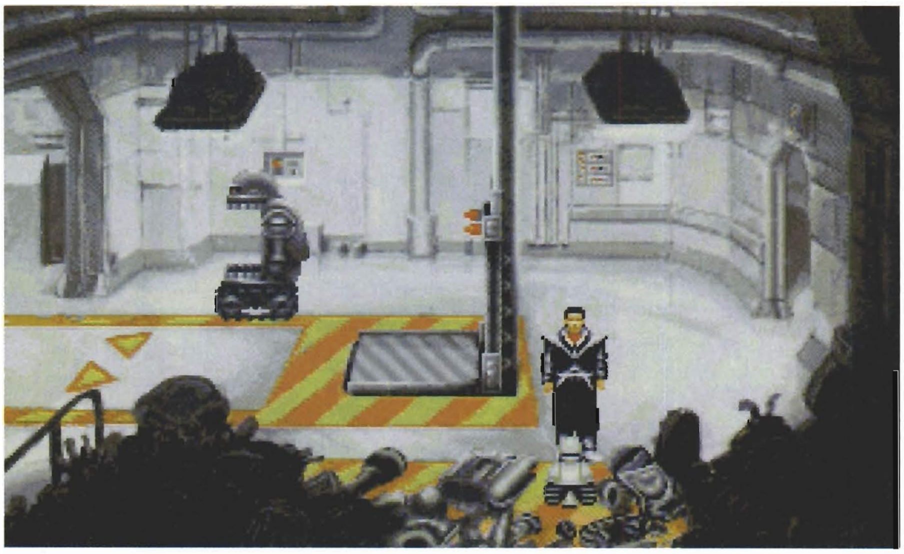
*Here's a playing tip for you as well Adam, apparently there's a secret shoot-em-up section on level 2-1. To get to it, you'll need to get past the first two crumbling platforms with spikes underneath, then just after the second, drop down next to the spike and onto the platform above your head to the right.*




Me Zool. Me see marbles from up here. Me fight tank later. Me chop Meccano – hiya! Me leap onto next level now...

## LEND A HAND

**If you're having trouble with a particular game or have a solution to a question in the magazine, don't keep it to yourself, write it down or send it in on a disk and we'll do our best to print it.**
**HELPING HANDS**
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I can see you lot from here. I can also see lots of bits of engines and things. I bet they're really useful in the game later on.

← Use one of the PASSWORD programs with the floor then walk to the right. Lay down the other PASSWORD program. Strictly follow the next sequence: left, pick up the PASSWORD, go up, put down PASSWORD, right, down, pick up PASSWORD, go up, put down PASSWORD, left, pick up PASSWORD, up, right, down, right, down, put down PASSWORD, up, up and exit. As soon as you're through pick up the bust and the book. DECRYPT the two documents in your inventory, DISCONNECT, go over to the LINC machine next to the lift and use Reich's card. Select option four. Enter the required security number and select one. Read all the documents and digest the information at your leisure. Once read, select zero, then two, then two again. You have now given yourself 48 hours worth of special security clearance. Exit the system.

## Flying colours

Use Reich's card in the slot next to the lift. You'll see that you now pass the body scan with flying colours. Enter the lift. This drops you off in the Security Station. Walk over to the lift on the left and use it. Exit this lift and make your way to the next lift on the left (you've been here before when visiting Reich's apartment). Reich's card can now access this lift. You will find yourself at the bottom of the city so hang around a bit until a fat woman with a dog appears. Chat to her: be nice. Go left until you spot a doorman. Have a chat with him. The main piece of info you'll find out is that you need a sponsor to gain access to the club. Seek out the fat woman (Mrs Piermont) and ask her to sponsor you. Now walk as far right as you can until you come upon a screen with a young boy and a gardener. Press the button by the door on the right. You'll find yourself inside Mrs Piermont's apartment.

Have another chat with her and as soon as she makes her phone call put the video you have into the VCR. As soon as the dog starts barking at the screen, nip round to his food bowl and pinch his biscuits. Leave the apartment and head for the bottom left exit. Examine the double wooden doors of the next location. Use Reich's card to open them and pick up the secateurs that you find. Head right and then go through the top left exit and make your way to the screen with the lift. Put the dog biscuits on the plank and wait. As soon as Mrs Piermont's dog comes along, wait for it to jump onto the plank and then pull the rope. In the ensuing confusion sneak into the Cathedral while the guard's distracted. Go through the top left exit and open all the lockers. Leave and make your way back to the top level via the lifts. Then enter the factory and make your way to the location where you last saw Anita alive. Put on the RAD suit that you'll find in the middle locker. Go right and access the control panel. Select two to open the door. Enter the reactor room.

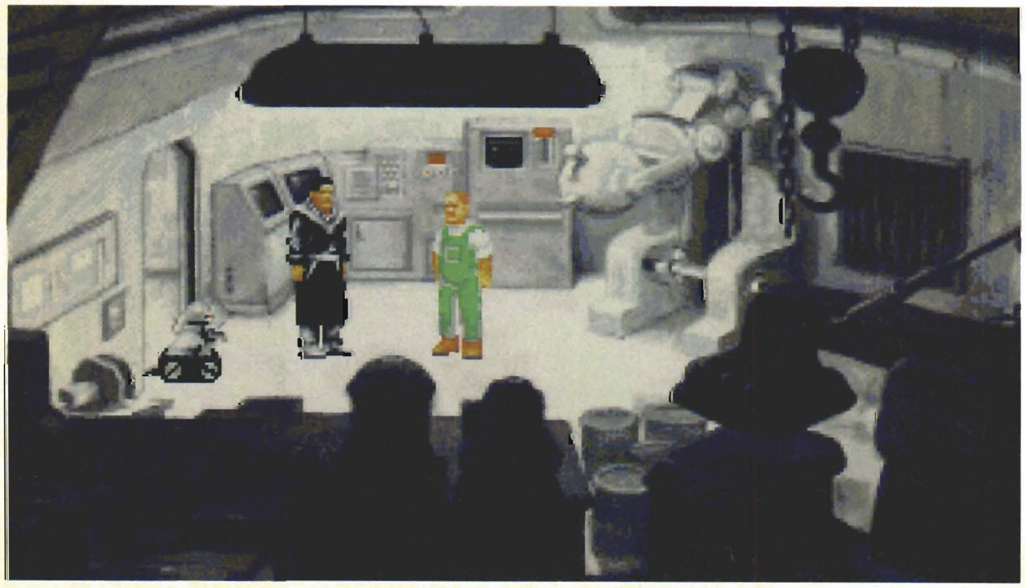
**"As soon as Mrs Piermont's dog comes along, wait for it to jump onto the plank and then pull the rope."**

## BLIND

To the right of the reactor you will find Anita's card on the floor. Pocket it and exit the room. Close the door from the control panel. Go left and change back into your coat. Leave the factory and head back to the LINC-Space interface via the Security Station's lift. Walk through the exit to the right. Call down your inventory and use the BLIND program on the eyeball. Quickly walk through the upper exit while the eyeball is still blind. Continue in the up direction. Use the PLAYBACK program with the well and engage the hologram in conversation. Go through the upper right exit and once again use the BLIND program on the eyeball there. While it's blind, pick up the tuning fork. Disconnect from LINC-Space. Leave the security building and make your way down to the bottom floor – where you first met Mrs Piermont. Traipse along to the location on the furthest left and have a chat with the gardener. Now head off right until you come across the club. Enter it.

If there is a band playing, leave and go and do something until they stop. As soon as they've vacated the area, go over to the juke box and activate it. The manager, Colston, will get up from his chair. Quickly walk over to his table and steal the glass.

Haven't I seen you before? Weren't you having a go at my mate a couple of pages back?



Examine the metal plate next to the door at the rear of the club. And leave. Head for Burke's Bio Surgery via the lift, give Burke the glass. Head for the club again. Once there, use the metal plate. The door should open into the wine cellar. Use the metal bar on the packing case. Move the lid over onto the top of the box. Stand on this makeshift platform and cut the grill with the secateurs. Crawl through the narrow passage it exposes. Go right and then through the top right passage.

## Light socket

Once again, go right. To be on the safe side, save the game at this point. Do not walk past the hole until you have located the light socket. Put the light bulb in the socket. Exit to the right and save the game again. Go right again and immediately click on the exit on the bottom right. If you don't, you'll be crushed to death. Look above the vein on the wall. There's some plaster there. Loosen it off with your metal bar. Then loosen the brickwork with the bar until a brick falls out. Pick the brick up. Use the bar again and puncture the vein: near the bottom. Once punctured, hit the end of the bar with the brick. A droid will appear from the door on the right. Quickly pick up the bar and take the exit through the door. Have a peek through the grill. Take the upper left exit. Once again, save the game.

Go over to the control unit and select two to reduce the temperature. Walk onto the iris and yank the iron bar. Walk off immediately and exit the room. Go right and right again. Put Joey's circuit board into the medical droid that's hanging about there. Tell him to check out the tank room. Wait for him to come back and chat with him about everything. Tell him to open the tank in the nutrient room. Await his return. As soon as he gets back take the upper left exit, the upper right exit and yet another upper right exit. Use Reich's card with the terminal there: select two then one. Exit and go left. Watch the sequence and then take Joey's circuit board out of the droid. Pocket Galagher's LINC ID card. Go back into the room on the top right. Access the LINC-Space interface using Galagher's card. Take the exit to the right, BLIND the eye and quickly go up. Use the DIVINE WRATH program on the crusader. Disconnect, then use Anita's card in the interfaces slot to re-access LINC-Space. Go right, blind the eye, go up and then right. Use the OSCILLATOR on the crystal and pick up the helix.

Disconnect and go to the left. Take the bottom right, pick up the tongs to the right of the glass tank and use them to freeze the tissue that you pick up with them. Exit right, open the middle cabinet and slot in Joey's circuit board. Access the console and select two, zero and three. Chat with Joey. Retrieve his board from the cabinet. Now it's time for some synchronisation trickery! Go to the door on the right and ask Joey to place his hand on the plates. As he does so, place your hand on the other plate. The door will open. Go right and right again. Use the cable with the pipe support. Climb down the ladder. Use the tongs with the orifice and save your game here. Right click on the cable to swing into the room. After the unfolding scene, quickly tell Joey to sit in the chair. And that's all there is to it folks!

# K240

On the Asteroid view screen, press **RETURN** and then type (followed by RETURN)
**LOADSADOSH** – for erm, loads of dosh.
**WIDGET** – for all the blueprints.
**ICEMAN** – to freeze all the asteroids and
**SKYSCRAPER** – to construct buildings instantly.

*Glenn Harden*
*Norwich*





**I see no ships! The local town Mayor refused to believe that a load of alien ships had come to destroy his lovely city. He was a fool, they levelled the place.**

# VALHALLA 3 - FORTRESS OF EVE

Here you go, some level codes:

| | |
|---|---|
| Level 1 | **MAHAM** |
| Level 2 | **TIUIT** |
| Level 3 | **TOHUT** |

*Darryll Christian*
*Portslade*





**I can see a big arrow in front of me. If I had an arrow I would hug it and squeeze it.**



**I see Florence has had better days. Apparently she used to carry a small owl in her pocket (according to Vic and Bob).**

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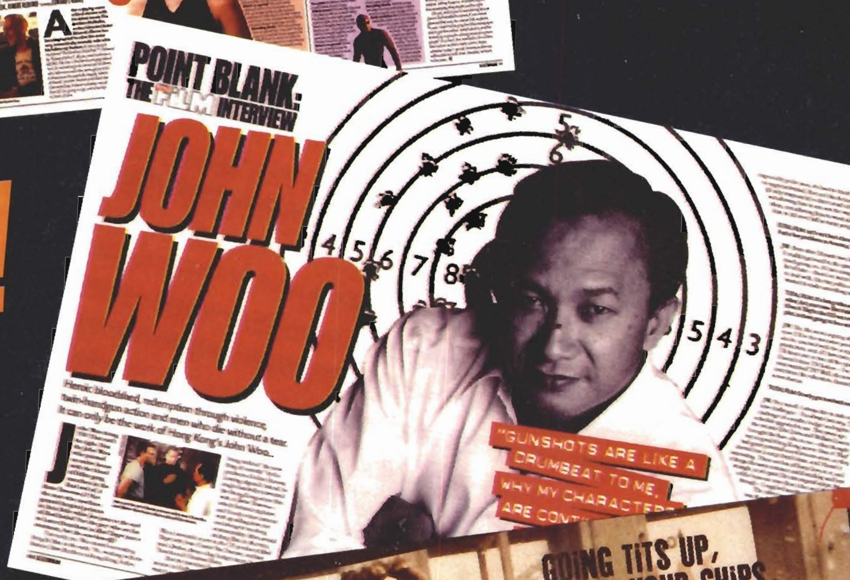
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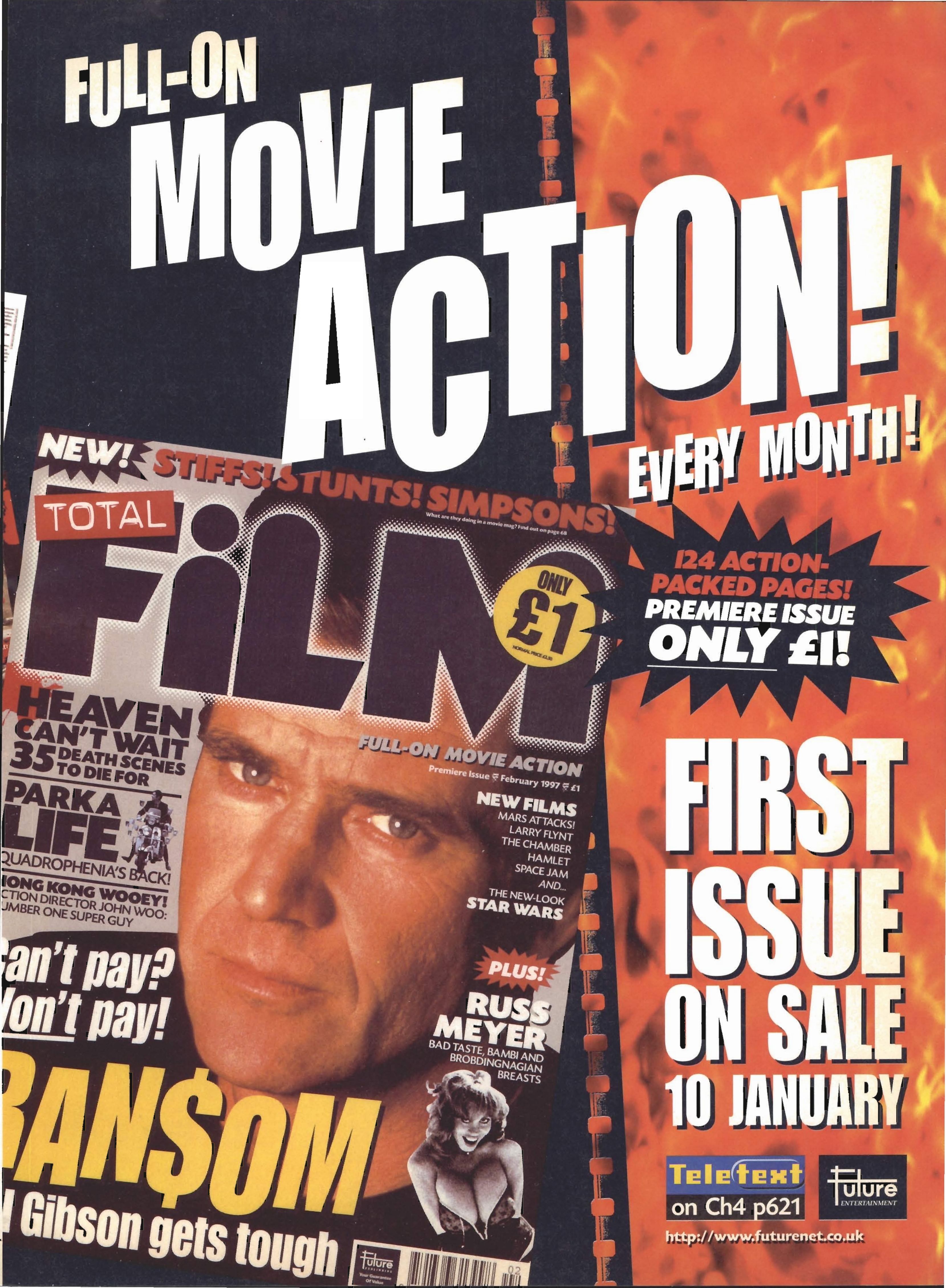
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# PD select

**Robert Polding delves deep into the Public Domain and unearths some veritable treasures for you. Read on...**

## BROWSER II

FILE MANAGER

*By* ............*P. Carrette & S. Rougier*
*Ware*....................................*Share*
*PD Library*...................*Online PD*
*No of disks*.............................*One*
*Price*.....................*75p + 75p p&p*

This is a file manager with a difference. Browser II uses a window-based system, combined with menus, rather than a conventional file-lister with a button bank. The menus are configurable to your needs, and you can have a different one for each type of viewer/program. You'll find this much easier than the multiple button banks found in programs such as *Directory Opus (4)*.

People will always compare file managers to *DOpus 5*, a program which can be configured in every imaginable way, but also a program that will set you back around £50! *Browser II* comes with a massive configuration, is ready to use and will cost you all of £1.50. The window system is fast in operation, working in a similar way to Workbench, and it is also particularly good for multi-tasking. Because it operates on the Workbench you can set it on a task, for example using an archiver, and then use another application at the same time. *Browser II* could even be used with graphics boards, with the default configuration, as all the Cybergraphics viewers are already on a menu.

This is Shareware and for just $25 you can have the complete package, without annoying requesters telling you to register.

If you have a good knowledge of the Amiga this program can become a very powerful tool and is particularly recommended if you don't like button-based managers.

## FILEQUEST

FILE MANAGER

*By* ...................*Dougal Emmanuel*
*Ware*....................................*Share*
*PD Library*...................*Online PD*
*No of disks*.............................*One*
*Price*.....................*75p + 75p p&p*

*FileQuest* is the second program in this month's file manager double-bill. This has a far more traditional style, using button banks combined with two listers (source and destination).

PD Selection of the month

## IN DEATH OF DISCO

*By* ................................*Degeneration*
*Ware*..........................................*Free*
*PD Library* ..*Classic Amiga Software No of disks* ......................................*Two*
*Price*.........................................*£1.00*

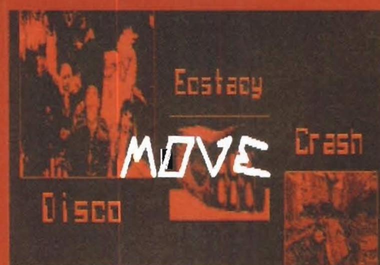
This selection of thrashing metal tunes begins with an anti-rave message and then plays a version of a Metallica song.

Stereotypical metal imagery provides the background images for the menus and the scroller is written by a metal enthusiast who talks about instruments and swears for no apparent reason!

There are 20 songs included, with such names as 'Buried Alive' and 'The Melody of Death'. The quality of the modules is excellent, although some lack the essential bass of a good heavy track, and some of the instruments used as guitars sound more like Church Organs!

However, the songs are reproduced with great accuracy, and load quickly (especially if you have a hard disk). There is no specific installer for hard disk users, but you can copy all the files into a directory and click the Run-HD icon – which is essential for speed.

Depending on your musical preferences this is a disk that some people will love, and others will hate. I found it thoroughly enjoyable, and especially appreciated the time and effort that had been put into making it so polished. This is a typical over-the-top metal production, and like a Kiss concert relies greatly on complete entertainment, mixing excellent mods with stunning visuals. Find your leathers and sing praises to the God of Rock and Roll! Highly recommended.



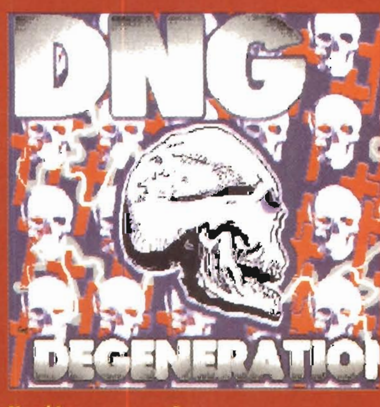

...right out the room – at least that's what you should do if you don't like heavy metal!




They're a cheery lot these Degeneration chaps. They just don't like disco...




...preferring instead the thrashing, banging lyrics of tunes like "The Melody of Death."




Need I say anymore?



A very simple idea that just keeps you playing. Varying the length of your tail changes the gameplay quite considerably so experiment to see which version you enjoy.

## FIREFLIES

**GAME**

*By* ..................................... *Philip Holden*
*Ware* ..................................... *Free*
*PD Library* ..................................... *Online PD*
*Disks* ..................................... *One*
*Price* ..................................... *75p + 75p p&p*

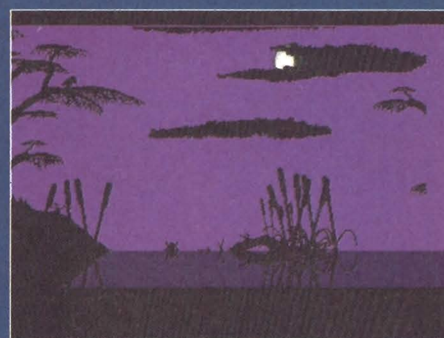
This game is very simple yet, for some reason, terribly addictive. There's nothing special about the graphics, in fact they are fairly poor, and there isn't even an interface, but it's still a game that I would heartily recommend.

The game is designed for one to five players and two player mode is my favourite. You control a firefly and the object of the game is to knock your opponent into the lake beneath, where they'll be gobbled up by a fish.

The controls are very simple and can be learnt after a couple of plays, but the most startling element about the game is the way it handles acceleration. If you strip the layers of a modern game, such as the graphics, sound and other gimmicks little may remain (in many cases). This game is all about playability. It's highly addictive and just gets better and better the more you play!

The crude, text-based interface allows you a choice of options, like the number of players and the length of the fireflies (different lengths change the game quite considerably). Also included on the disk is a smart introduction, which consists of a well designed animation. This is a game that could become a cult classic in the PD market with some development. The author needs to add an interface and work on the general presentation but even as it stands I would highly recommend it – it will certainly be on my hard disk for a long time!





This approach has been tried and tested and it's so easy to use even a complete beginner will be right at home. The default setup is nothing like as comprehensive as *Browser*'s – it only has the bare functions and while the expert may be annoyed at having to configure the program to use their utilities, the beginner will bask in the clutterless simplicity of it all.

There are buttons for all the usual (copy, delete, rename etc.) but the program also handles both LHa and LZX archives. You also have the option to add icons, read and show files, and show file-types. The program looks nice, is fully font sensitive, and very fast.

If you had to decide between *FileQuest* and *Browser* I would recommend this because of its fast use and easy setup. But if you need more from your file manager and want to perform particularly complex actions using external programs *Browser* is worth a look. As far as cost goes there is little difference as the registration for this is just $20 (US).

This is an excellent product and if you haven't got a file manager this would be a good start – especially for Amiga beginners.

## CLASS HD

**UTILS 15**

*By* ..................................... *Various*
*Ware* ..................................... *Free*
*PD Library*..*Classic Amiga Software*
*No of disks* ..................................... *One*
*Price* ..................................... *£1.00*

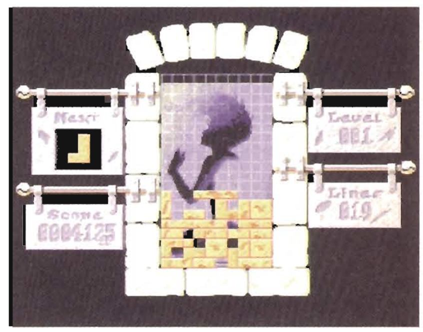
This is a small, yet useful selection of utilities that are well worth looking at if they aren't already in your collection. There are five all together: *Cybershow 7.4*, *Birthday Warner*, *1200 Tower*, *MorseCoder* and *Tetris Pro*. *Cybershow* is a quick picture viewer, and despite its name it can be used on any computer, although with CyberGraphics or a Picasso board it can open Truecolour 24-bit screens. The program supports an impressive 23 file formats, including IFF, GIF, JPEG and PhotoCD, and it uses a simple ASL file requester and opens screens very quickly. This particular program is Shareware and until you register only supports greyscale.

*Birthday Warner* is a simple Shell command for your startup sequence, which does exactly what the name suggests: warns you if it's someone's birthday. It's a simple no-perks program that works very well.

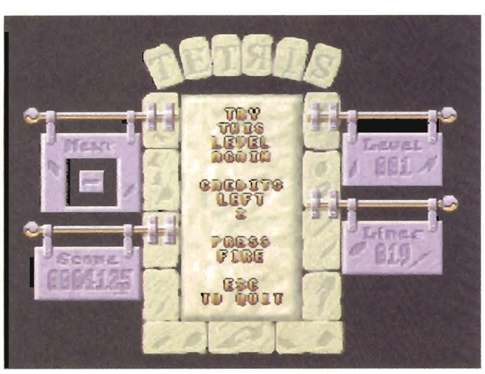
*1200 Tower* is a document that explains how to put an A1200 into a tower case. Be warned though, it isn't for those who aren't technically able because it involves stripping down your computer.

*Morse Coder* is a program that translates normal text into morse code using dits and daws. I found

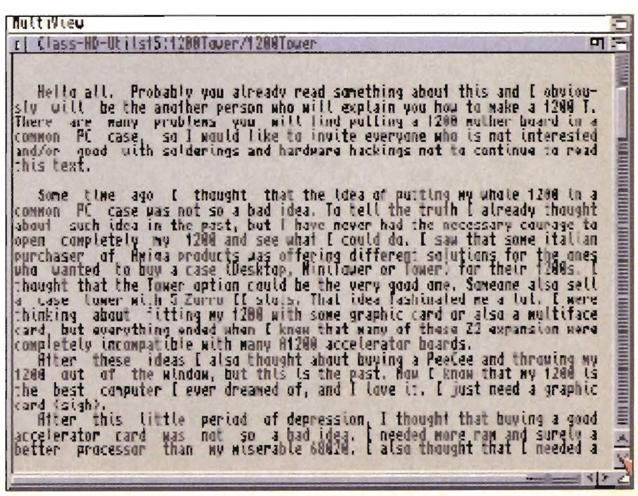
**Continued overleaf ➡**



CLASS HD: Completing a row of blocks reveals a row of the picture.




CLASS HD: Yes, it's the same game with a slightly different angle and still just as addictive.



MultiView
Class-HD-Utils15:1200Tower/1200Tower

Hello all. Probably you already read something about this and I obviously will be the another person who will explain you how to make a 1200 T. There are many problems you will find putting a 1200 mother board in a common PC case, so I would like to invite everyone who is not interested and/or good with solderings and hardware hackings not to continue to read this text.

Some time ago I thought that the idea of putting my whole 1200 in a common PC case was not so a bad idea. To tell the truth I already thought about such idea in the past, but I have never had the necessary courage to open completely my 1200 and see what I could do. I saw that some italian purchaser of Amiga products was offering different solutions for the ones who wanted to buy a case (Desktop, MiniTower or Tower) for their 1200s. I thought that the Tower option could be the very good one. Someone also sell a case tower with 5 Zorro II slots. That idea fashinated me a lot. I were thinking about fitting my 1200 with some graphic card or also a multiface card, but everything ended when I knew that many of these Z2 expansion were completely incompatible with many A1200 accelerator boards.

After these ideas I also thought about buying a PeeCee and throwing my 1200 out of the window, but this is the past. Now I know that my 1200 is the best computer I ever dreamed of, and I love it. I just need a graphic card (sigh).

After this little period of depression, I thought that buying a good accelerator card was not so a bad idea. I needed more ram and surely a better processor than my miserable 68020. I also thought that I needed a

CLASS HD: Discover how to fit your beloved A1200 into a tower with the help of this text document.

## TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:
ROBERTA SMITH DTP

190 Fallodan Way • Hampstead Garden Suburb • London • NW11 6JE
☎ 0181 455 1626

1. Vark 15
2. Of Mice and Mem
3. 3rd Dimesion v.27
4. Roberta's Little Blue Plastic disk
5. Kids Disk – Colour the alphabet
6. Circus & Duck Blast
7. Shareworld v.6
8. Helping Hands
9. Charlie Cat Quickies v.2
10. Vark 13

## WHERE TO GET THE DISKS THIS MONTH

**ONLINE PD**
1 The Cloisters
Halsall Lane • Formby
Liverpool • L37 3PX
☎ 01704 834335

**CLASSIC AMIGA SOFTWARE**
11 Deansgate • Radcliffe
Manchester
☎ 0161 723 1638

**Other good PD libraries**

little use for this but if you need to use morse you may like it.

Finally there's an excellent version of the timeless classic *Tetris*. This Shareware game is one of the best yet. You draw a picture as you complete lines and when the picture is finished, you go onto the next level. The graphics and animation are excellent and the playability is spot on.

As I said before, this collection could be very useful, providing you don't have all the programs already.

## MINE RUNNER V1.8

GAME

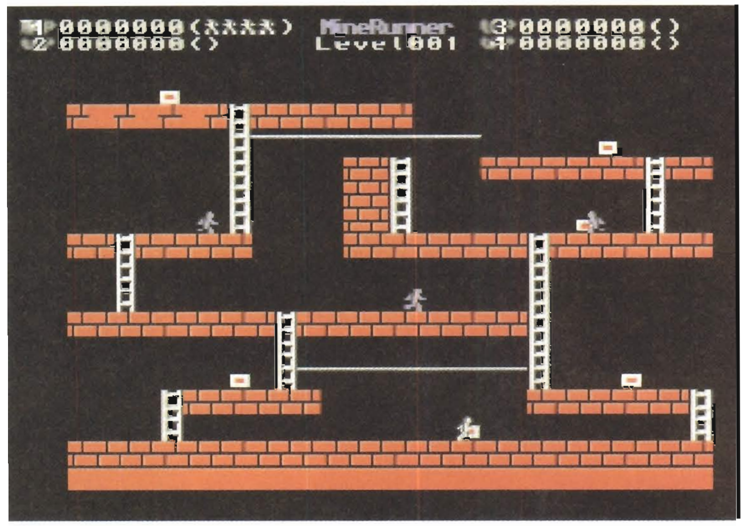
*By* ........................*Matthias Bock*
*Ware*..................................*Share*
*PD Library*...................*Online PD*
*No of disks*.............................*One*
*Price*.....................*75p + 75p p&p*

The second of our games this month is a re-make of the classic *Mine Runner*. A tried and tested formula, but why another? Well, this is an excellent new version, and one that focuses on the game rather than graphics and sound. Nice graphics often hinder a classic formula – saying that though, the animation here is still very smooth.

The aim of the game is to collect all the gold on the level, while avoiding the enemies. You have the power to dig holes in the platforms, trapping the enemies and causing them to drop any gold they may possess. The speed of the game is one of its greatest strengths, and it gives the game an excellent flow.

This is very addictive, each level gets harder but you can still complete them with time. There is little change throughout, but this is to be expected when attempting to get the feel of the original without gimmicks.

If you want a modern game with options galore then you're better off ignoring this release, but if you're after playability then look no further.




MINE RUNNER: The game flows very well mainly due to the speed your characters can move around – you really can fly round the level.

## OKI HD #2

COMPILATION

*By* .........................................*Oki*
*Ware*....................................*Free*
*PD Library*...................*Online PD*
*No of disks*.............................*One*
*Price*.....................*75p + 75p p&p*

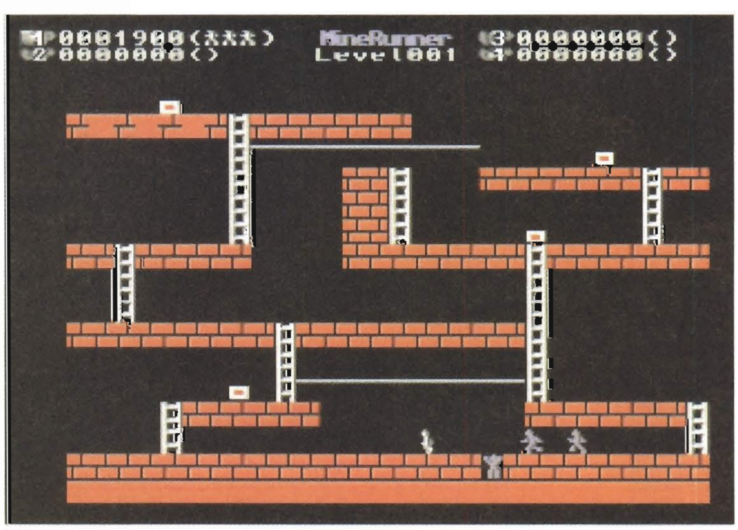
Another compilation now, this time from Oki at Online PD. There are six programs on the disk: *Cool Stars*, *Clicker*, *Encryptor*, *Lock It*, *EmbedIFF24* and *Magic Pointer*. *Cool Stars* is an extension for Amos Pro that gives you 22 new commands to create, manipulate and display a variety of starfield effects. The installation is manual, but just requires copying a file and changing Amos' configuration. The starfields that are produced are excellent and scrolling is very smooth even if you have a complicated one.

*Clicker* creates a click noise whenever a key is pressed. It seemed pretty pointless to me and proved to be very annoying. *Encryptor* allows you to (surprisingly) encrypt text files. It's quick and easy – the only problem being that it only supports plain text, so is of little use for programs.

If security is your thing then *LockIt* allows you to password protect your Workbench, keeping prying eyes away. *EmbedIFF24* is a novel program that allows you to hide text in images, so you can play James Bond with all your mates. It even includes an example with the Animaniacs in!

*Magic Pointer* is quite an old method of changing the appearance of your pointer. View it as a Hi-Res work of art or even animate it with the supplied editor.

This selection is quite novel in design but none of the programs serve much of a purpose. If you really need any of these (and for most I can't understand why) then order now, otherwise stay well clear.




MINE RUNNER: Variations on the original allow you to deposit your enemies in little holes – remember to collect any gold that they drop while they are down there.

## VIRUS MIXED BAG #1

*By* ......................................*PJM*
*Ware*....................................*Free*
*PD Library*...................*Online PD*
*No of disks*.............................*One*
*Price*.....................*75p + 75p p&p*

You can never be too careful with viruses. While there aren't many new Amiga viruses appearing, old ones still roam on unprotected victims, and only the virus killer can save us.

This disk is a compilation of all the types of killer imaginable, from file killers to vector viewers. The ever popular *VirusZ* shows its face again – it's still an excellent program but unfortunately few of the other programs live up to it. *VirusZ* is the only program with an interface rather than documents and Shell commands and, as a result, this disk is a rather poor effort.

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**or,** Take a signal from a TV with SCART output...

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Camcorder User commented... "If you're looking for a high resolution 24 bit digitiser then, at this price, ProGrab 24RT represents great value for money."

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## ProGrab is just £129.95...

### ProGrab 24RT Plus

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- Software has built in mono and colour animation facilities. Number of frames dependant upon Amiga's RAM.
- Release 2.6.x software now includes...
  - ADDITIONAL TELETEXT FACILITIES - With either Terrestrial or Satellite TV signals.
  - LARGER PREVIEW WINDOW - Double Resolution and 4 times area of previous ProGrab software.
  - INTERNATIONAL SUPPORT - Now compatible with composite PAL, SECAM and NTSC Straight from the box!

ProGrab is supplied with just about everything you'll need✣...

- ProGrab™ 24RT Plus Digitiser
- Latest ProGrab Version 2.6.x Software
- Mains Power Supply Unit
- Parallel Port Connecting Cable
- User Manual
- Input sockets for Composite and SVHS.

✣ A video source cable will be required to match your own equipment - Ask for details.

*★ Standard ProGrab hardware is PAL/SECAM/NTSC compatible. Interlace mode options are available with PAL and SECAM only. ProGrab™ supports any Amiga with Kickstart 2.04 or later and a minimum of 1.5Mb free RAM.*

Pro-GRAB™ SVHS 24RT Plus

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- Saving of animations direct to your Amiga's hard drive*
- Freeing of your Amiga Parallel Port for use by a printer or other parallel peripheral
- Sound sampling and animation capabilities (separate sound sampler reqd, see below)

### STEREO SOUND SAMPLERS — NEW... Sound Samplers

Two high quality 8-Bit sound samplers, specifically designed for use with our ProGrab 24RT™ digitisers, are now available (PCMCIA Interface required). The HiFi version features the same 30MHz A/D convertor used in the ProGrab™, meaning the maximum frequency is only limited by the Amiga's hardware.* It also has a higher bandwidth (40Hz to 20KHz) than the standard version.

Standard Stereo Sampler **£19.95**
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IN-DEPTH REVIEWS OF HARDWARE AND SOFTWARE THAT YOU CAN TRUST

# AF SERIOUSLY AMIGA



Ben Vost

The serious section of the magazine is absolutely jam-packed this month with a host of new products, some updates of old favourites plus all the usual features. OK, there are companies leaving the platform, but there is so much new stuff every month for us to review that we quite often have to put things back to our next issue. Coming up in the next few months we will have the long-awaited *Lightwave 5*, CyberVision 64/3D, quite a few QuickCam setups for the Amiga and far too much more for us to cope with.

## AMIGA FORMAT'S REVIEW POLICY

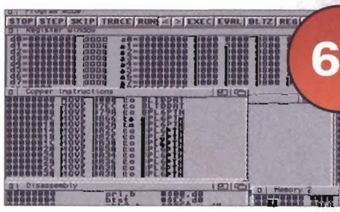
is very simple. *Amiga Format* is staffed by some of the most experienced Amiga users in the world and what we say goes. OK?

### WHAT OUR REVIEW SCORES MEAN

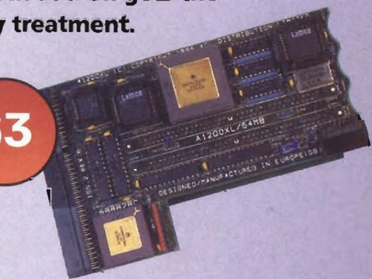
| | |
|---|---|
| 90+% | The crème de la crème. Only the very best, most versatile and effective products are awarded an *AF* Gold – the most highly prized rating there is. |
| 80-89% | These products are very good, but there are minor flaws or areas that could be improved upon. |
| 70-79% | Good products which may be worth buying, if you have a special interest in that area of computing. |
| 60-69% | Average products with somewhat limited features and appeal. Products in this category tend to be flawed. |
| 50-59% | Below average products which are unlikely to impress your mates or your wallet. Avoid. |
| 40-49% | Overwhelmingly poor quality products with major flaws. |
| Less than 40% | The absolute pits. |



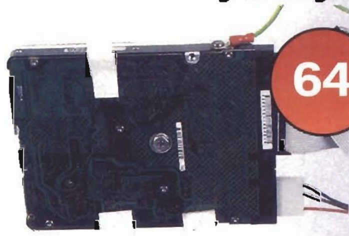


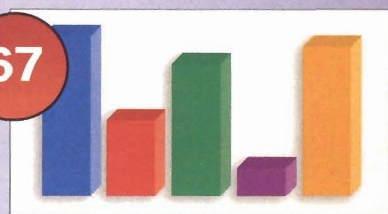























# Personal Paint 7



**_Personal Paint_ has been around for a while now – how can Cloanto possibly improve it? Ben Vost investigates.**

Despite its diminutive dimensions, this 3" CD holds all of *Personal Paint* and more...

Most of you will already be familiar with at least one version of *Personal Paint*. Those of you that bought the Amiga Magic Pack from Amiga Technologies will have received a free version with the machine. But you'll still want to know what's been added to the current defacto standard in Amiga palette-based art packages.

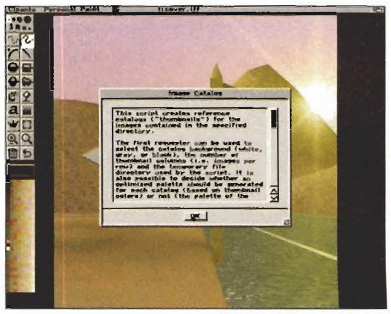
For a start, receiving the software on CD comes as a bit of a shock. Where's the disc? All I got was a little square of card about 3" to a side. And, yes, it does contain a CD, one of those little CD single sized ROMs – part of Cloanto's effort in the European drive to conserve resources and materials. After all, the disc only has about 60Mb of material on it. But there is a black spot on the horizon in that this CD only works in tray-type CD-ROM drives. If you want to use it in a caddy drive, you'll have to get one of those rings that music shops supply for CD singles.

## PERFECTLY PRESENTED

As usual, the software on the CD is perfectly presented. You can run *PPaint 7* from the CD if you so desire, but also, more satisfactorily, from your hard drive if you install it. Cloanto always spend a lot of time ensuring that their CDs work under any possible configuration and this is no exception. When you double click on the AmigaGuide documentation icon, the CD checks to see if you are a German user, makes sure you are running multiview and so on before loading an appropriate version of the documentation. *Personal Paint* is the same. It checks about 100 things in your configuration, such as whether your machine has a blitter, whether it is AGA, how much chip and fast memory you have and so on.

AMIGA GOLD FORMAT

The program itself doesn't appear to have changed much on the surface. Loading files is marginally faster (much faster if JPEG), the pop-up menus to replace the cycle gadgets of previous versions are welcome, but the most obvious change is the addition of a little "crown" icon on the toolbar replacing the Grid gadget. This button is your gateway to the many varied



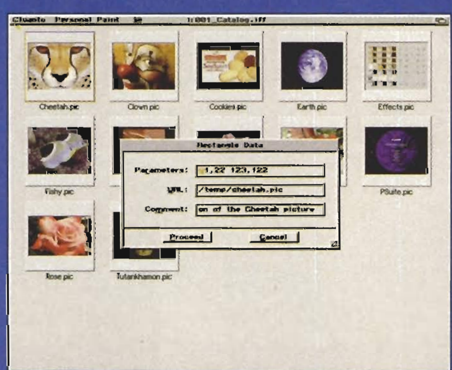
Every ARexx script supplied by Cloanto comes with a handy guide to its functions.

## HERE'S SOMETHING YOU COULD NEVER DO IN PERSONAL PAINT BEFORE!

***Personal Paint*'s new ARexx interface will prove very useful in up and coming months. For a start, we will be able to have a nice user interface for the Gallery thanks to the excellent thumbnail and Webmap scripts that come with *Personal Paint 7*.**



**Here we use Personal Paint's Image Catalog script to make thumbnails of the individual's contribution to our CD.**



**Next, we use PPaint's Webmap script to create boxes that represent clickable areas on the picture to take the user to a full sized version.**




**Now we create some HTML and load these webmaps into IBrowse. But, unless you're running on a 24-bit screen, you'll only see the representation you can get with your hardware.**

## SOME OF THOSE NEW FEATURES THEN...

- New and improved file formats, including PhotoCD (licensed by Kodak), GIF (licensed by Unisys), BMP (Windows and OS/2), JPEG (not a DataType any more), 24-bit DataTypes and PBM
- Professional Internet features like GIF animations, a map editor, and everything needed to achieve maximum image quality in a compact size
- Enhanced user interface (pop-up gadgets, different sizes of user interface fonts, NewIcons thumbnails, etc.)
- More than 180 ARexx commands, with scripts directly accessible from the toolbar
- New "plug-in" library system makes it possible to add input/output formats and to replace critical Amiga blitter and CPU code with a combination of "virtual blitter" and other logic fully exploiting the different configurations.
- Automatically create directory thumbnails for entire directories
- Advanced vector text functions (rotate, antialias, paths, etc.)
- CD-ROM edition includes: developer documentation, reorganized manuals, tutorial animations, extended artwork.

## TELL US WHAT YOU THINK


Michael Battilana

***Amiga Format*** **talked to Michael Battilana, the driving force behind Cloanto, in this exclusive interview:**

***AF How long has Personal Paint been in development since the start?***

**MB: The project started when we decided to rewrite the *Personal Fonts Maker* in order to support colour. That was in 1991.**

***AF PPaint 7 seems to be a very complete product, what ideas do you have for future versions?***

**MB: We have several pages of notes about various things... Lots of details, but also true colour, layers, multimedia...**

***AF Do you believe that the Amiga market is still buoyant enough to support further development?***

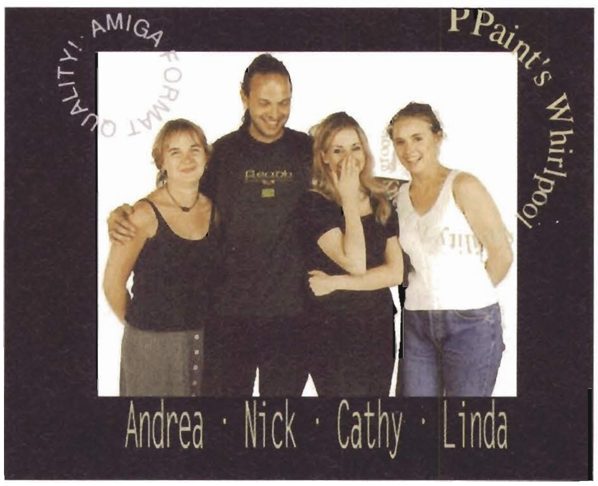
**MB: I dare to say that we are the living proof that the answer is yes. We are investing more than ever in Amiga development. However, we are also growing in a shrinking market. This is a very dangerous trend. We need all the help we can get.**

***AF If there was one feature you could change about the Amiga, what would it be and why?***

**MB: I personally use and enjoy the Amiga as it is. With the new versions of UAE, I even enjoy using my Amiga... notebook. What can I wish more? Well, if one could change the past... However, I think that I learned as much from the problems as from the superb technology. And the Amiga community... No, there is nothing I would change.**

ARexx scripts that come with *Personal Paint*, including some excellent text tools that use Compugraphic fonts in a similar way to the Text Effects that *Wordworth* produces; only *PPaint* can anti-alias the results, giving a much nicer look.

*PPaint 7* has definitely got the hots for the Web. In addition to being able to create client-side image maps for use on your web pages it can also create progressively decoded and transparent GIFs (which, admittedly, it has been able to do for a while) and even animated GIF files. *Personal Paint* has always championed the cause of PNG, supposedly the modern day replacement for the troublesome GIF format and able to save in as many as 24 bitplanes as opposed to the eight that GIF can manage, but unfortunately there are few browsers that will support the PNG format as yet.

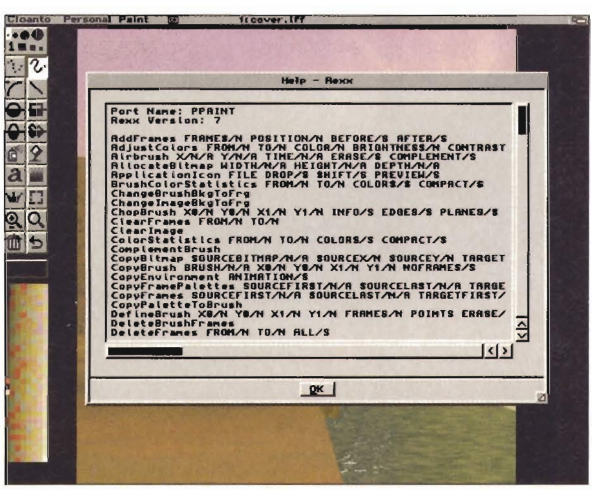



**The new vector text functions give you anti-aliased text from Compugraphic fonts. Just make sure you set the undo level high!**

Another pleasant surprise, and something that has been missed from *PPaint*, is the inclusion of an animbrush feature and, better yet, really good support for animfonts. *Personal Paint* offers an ARexx-based solution in the form of a simple text requester that asks you what animfont you wish to use, whether you want the characters to all be laid out at the same time, how spaced out they should be, and so on. Simply hit OK and *PPaint* does all the hard work for you.

Add to this true support for graphics cards and machines that don't have any chip RAM (like the Draco), future-proof modularity (*Personal Paint* will almost certainly be one of the first commercial programs ready for the PowerPC chip thanks to its modular concept), a comprehensive ARexx port with over 180 commands and an increased speed of operation, and you'll see why this journalist believes *Personal Paint* to be one of the best programs available for the Amiga today. Better yet, Cloanto always have an ear for improvements that can be made. For example the pop up menus which replace *Personal Paint*'s cycle gadgets, suggested by yours truly, and I'm sure that any suggestion made by a user will be treated with as much weight.

Best of all, this is a paint program that won't break the bank. You can have 60Mb of ace program for only £29.99. It makes sense to buy *Personal Paint*. Go on. Do it. Now.




**You'll find all the *PPaint* ARexx commands in the ARexx menu. Handy if you need to check that syntax while creating your own macros.**

**Distributor:: CD – Epic, Digita, Weird Science; Floppy – Digita**
**PRICE: £29.99 (Upgrade £19.99)**
**REQUIREMENTS: WB 2.x, 2Mb RAM**

**SPEED:** ●●●●○
Getting faster all the time, thankfully.

**MANUAL:** ●●●●○
On-disc documentation isn't always ideal, but it is easy to refer to.

**ACCESSIBILITY:** ●●●●●
You'll have no trouble with this.

**FEATURES:** ●●●●●
My only question is what can they possibly add to it for the next version?

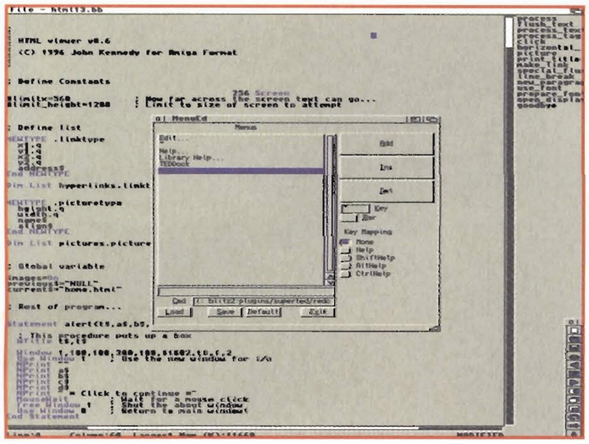
**VALUE:** ●●●●●
Superb value for money.

**OVERALL VERDICT:**
***PPaint 7* is the finest palette-based graphics package for the Amiga today.**

# 90%

# Blitz Support Suite

**Red When Excited helped create the original Blitz Basic – now they've released their own update. John Kennedy asks what it means for new and experienced Blitz programmers.**

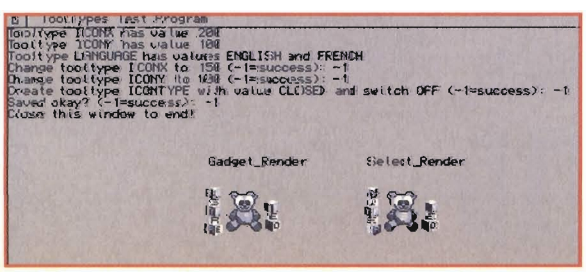


New, improved SuperTed now features an ARexx port (notice the docking toolbar in the bottom right) and a user-definable menu. Ideal for launching the new calculator program.



Blitz Basic has grown into one of the best software development systems available on the Amiga. And it's really good to see continued development. Red When Excited were responsible for various aspects of the original Blitz release and they brought the SuperTed editor and powerful RI libraries to *Blitz 2.1*. Now they have released a software pack off their own bat and, given their pedigree, it's fair to see it as an official upgrade.

The pack comes on three disks containing a wide variety of libraries and utilities. The games programming fraternity will be pleased to see the inclusion of two special editor utilities for handling Shapes and Maps. Now it's easier than ever before to take images stored in an IFF file, and either manually or automatically convert them to Shapes for inclusion in Blitz (or even Assembler or C) programs. A stand-alone program makes designing levels and backgrounds for games as easy as using *Deluxe Paint*: there's no doubt that programmers will save hours of work.




As you can see, Blitz now supports ToolTypes. What you can't see is that it also supports Datatypes and ARexx ports.

## THE LIBRARY IS THE TICKET

However, it's the libraries where you will find the most important additions to the Blitz programming environment. Red When Excited have enhanced the capabilities of Blitz programs by including many new and updated versions of the library files which Blitz uses to add various functions to its list of built-in commands. Blitz can now make use of Datatypes (so you will be able to deal with all sorts of weird file formats such as GIF or WAV), and there is also improved support for adding ARexx ports, controlling the palette, animations and encryption. There are now over 300 commands which control almost every aspect of the Amiga's hardware and operating system.

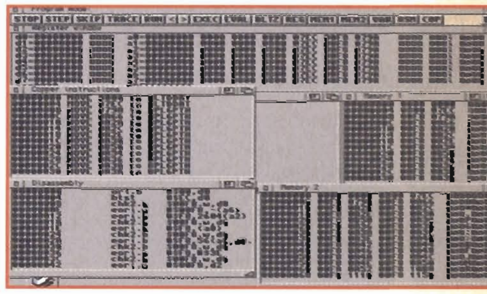
The documentation exists in the form of extensive AmigaGuide documents. Although printed instructions are always nice to have, you can't beat an online instruction manual capable of loading and compiling example programs in front of your eyes.

## IS IT A BIRD? IS IT A PLANE?

All programmers will be delighted with the updates to *SuperTed*, the program editor. It's more stable, and borrows a few features from other editors. It can now deal with several open files at once and there's also a history of previous files, which makes it easier to pick up where you left off. There is now also an ARexx port which makes it possible to integrate utilities such as the supplied Calculator and special Dock plug-ins.

The debugging system has also been given an overhaul and is more reliable and powerful. You can step through Blitz programs line-by-line, but also view 680x0 machine code and examine the contents of Blitz objects. It's hard to explain just how useful a debugger is until you've used one – the Blitz system is one of the best I've seen.

This is a welcome update, which all Blitz programmers should snap up straightaway. At first glance it may look as though it's not going to make any vast difference, but once you start to explore the new features you'll be pleased you upgraded. The improvements to *SuperTed* are worth the money alone – if you are a games programmer the Shape and Map editors are worth their weight in gold. Top marks to Red When Excited for breathing new life into an already powerful programming system: now we need more budding programmers to make the most of these tools. AF



When things don't go to plan, the Debugger will help you track down what's happening.

**Distributor: Guildhall Leisure Services on (+44) 01320 890000**
**PRICE: £19.99 (£14.99 for registered Blitz users)**
**REQUIREMENTS: Blitz Basic 2 v1.9 or later, 2Mb RAM, 5Mb hard disk space.**

**MANUAL:** ●●●●○
On-line documentation is usually a pain – this is well written and helpful.

**ACCESSIBILITY:** ●●●●○
Not for the total beginner. You'll need to be able to program in Blitz.

**FEATURES:** ●●●●○
Addresses missing features such as Datatypes support with powerful libraries.

**VALUE:** ●●●●○
Good price for a much needed update.

**OVERALL VERDICT:**
Adds new life to Blitz. It's easier to use and adds power to Blitz programs.

**86%**

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| | | | |
|---|---|---|---|
| 1240/25 0Mb | £229.99 | 1260/50 0Mb | £479.99 |
| 1240/25 4Mb | £249.99 | 1260/50 4Mb | £499.99 |
| 1240/25 8Mb | £267.99 | 1260/50 8Mb | £517.99 |
| 1240/25 16Mb | £309.99 | 1260/50 16Mb | £559.99 |
| 1240/25 32Mb | £429.99 | 1260/50 32Mb | £679.99 |

## APOLLO 1230LC

The 1230LC combines the best Price/Performance ratio for any Amiga 1200 accelerator. With a 68030/25MHz and 25MHz 68882 FPU, 1 x 72pin SIMM socket (4 or 8Mb). Real-time battery-backed clock.

| | |
|---|---|
| 1230 0Mb | £99.99 |
| 1230 4Mb | £119.99 |
| 1230 8Mb | £137.99 |

## APOLLO 4040

The Apollo A4000 Accelerator fits into the CPU slot of the A4000 (A3000/T). Comes in 40MHz 68040 & 50MHz 68060 versions, 4 x 72pin SIMM sockets (2 x 72pin SIMM for A3000 Desktop) & SCSI-2 controller.

| | |
|---|---|
| 4040/40MHz | £349.99 |
| 4060/50MHz | £599.99 |

**Also available: APOLLO 1230/50MHz £149.99**



Microvitec 1402 Multisync Monitor Including cables and 25watt Stereo speakers
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# STORAGE

## HARD DRIVES

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| | |
|---|---|
| 635Mb | £CALL |
| 850Mb | £CALL |
| 1GIG | £159.99 |
| 1.2GIG | £174.99 |
| 1.6GIG | £199.99 |
| 2GIG | £259.99 |

Seagate



| | |
|---|---|
| 635Mb | £129.99 |
| 850Mb | £139.99 |
| 1GIG | £154.99 |
| 1.2GIG | £164.99 |
| 2GIG | £249.99 |

ALL 3.5" IDE HARD DRIVES REQUIRE AN ADAPTOR CABLE WHEN FITTED INTO AN A600/A1200 (£15.00 WHEN PURCHASED WITH A DRIVE, £19.99 WHEN PURCHASED SEPARATELY).

PRICE WATCH: IF YOU HAVE FOUND A CHEAPER PRICE ELSEWHERE IN THE MAGAZINE, CALL US AND WE WILL DO OUR BEST TO BEAT IT.

## A500 ALFAPOWER

| | |
|---|---|
| 635Mb | £214.99 |
| 1GIG | £239.99 |
| 1.2GIG | £249.99 |
| 1.7GIG | £284.99 |



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## IBM/HITACHI 2.5" IDE

| | | | |
|---|---|---|---|
| 80Mb | £CALL | 540Mb | £139.99 |
| 170Mb | £CALL | 810Mb | £179.99 |
| 350Mb | £109.99 | 1GIG | £239.99 |

Quantum

| | |
|---|---|
| 635Mb | £129.99 |
| 850Mb | £139.99 |
| 1GIG | £154.99 |
| 1.2GIG | £164.99 |
| 1.7GIG | £199.99 |
| 2.5GIG | £279.99 |



## MEMORY

| 72pin 70NS | | 72pin 60NS | |
|---|---|---|---|
| 4Mb | £19.99 | 4Mb | £19.99 |
| 8Mb | £37.99 | 8Mb | £37.99 |
| 16Mb | £79.99 | 16Mb | £79.99 |
| 32Mb | £199.99 | 32Mb | £199.99 |

Please call for latest prices, as memory prices can change daily.

## A1200 RAM CARDS

| | |
|---|---|
| A1200 0Mb | £49.99 |
| A1200 4Mb | £69.99 |
| A1200 8Mb | £87.99 |

# Visage Winter Specials
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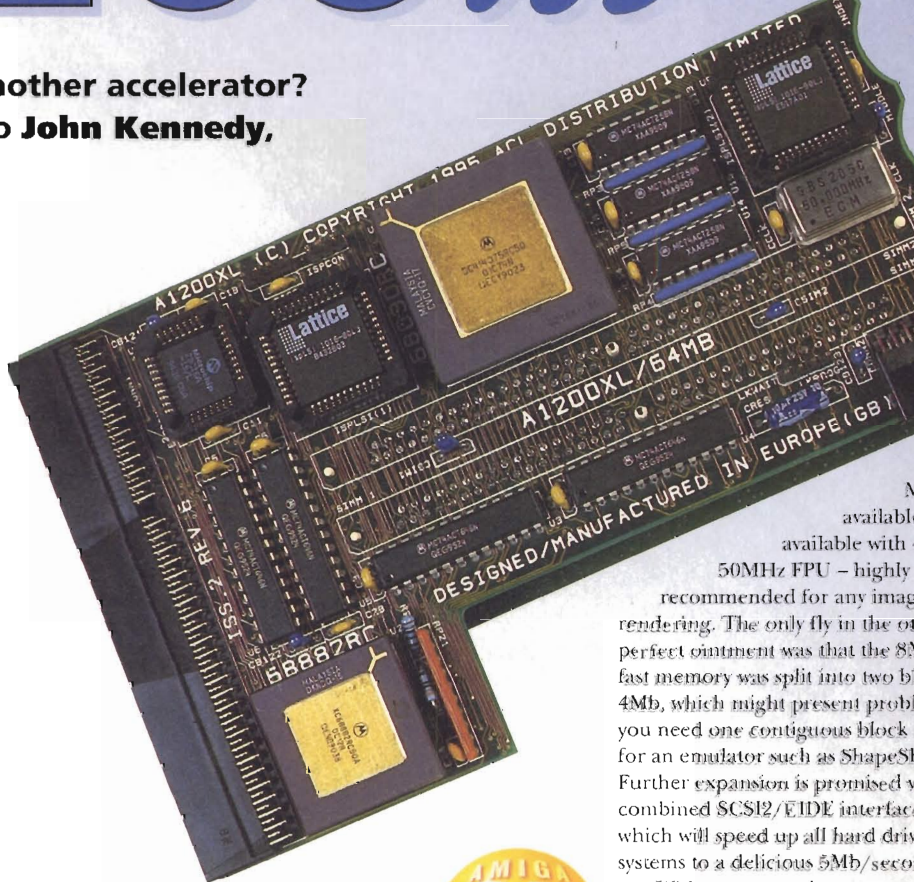
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# A1200*xl*

**Does the Amiga need another accelerator? The answer, according to John Kennedy, is a resounding "yes"!**




Did you know that if you fit this card to your A1200, it's possible to expand it beyond the specifications of a Cray super computer? It's true: and although the Cray concerned happens to be the Cray-1 rather than the latest state-of-the-art machine, it's still impressive.

It doesn't seem that long ago that I wrote a very comprehensive round-up of Amiga A1200 accelerator cards for our erstwhile sister magazine *Amiga Shopper* (*AS64*). At the time we looked at all the 030 and 040 cards then available, and the fastest 030 turned out to be the Blizzard card. I was certain that there wouldn't be any card in this class to beat it.

Amazingly, I was wrong – and I don't mean that I'm usually infallible. It's just amazing that a new card has been developed which is not only the fastest 030 I've seen, but has been designed and built here in the UK.

The extra speed is wrung out of the 68030 by the use of "EDO" memory modules. EDO SIMMs look like any other SIMM, but work slightly differently by keeping the data available for slightly longer – the result is that the processor can work at full speed all the time. Until the A1200xl came along, there hasn't been an accelerator for the A1200 which supported EDO memory: now there is, and the difference can be more than 20% faster than the slowest non-EDO 68030 cards. A supplied memory speed benchmark claimed a rate of 35Mb/second – compared to 19Mb/second on my 68040 system.

How much difference this makes in practice can be seen from the box-out. The *Imagine* and *Final Writer* tests will only mean something if you have *Amiga Shopper* issue number 64, but the SysInfo and AIBB results make the slight – but meaningful – improvement in extra performance obvious.

Other than the memory speed increase, the A1200xl is like any other well-specified trapdoor card. It's got two SIMM slots for up to 64Mb of memory, a battery backed clock and is PCMCIA friendly. It's quite large, but three finger cut-outs make installation relatively straightforward. The trapdoor lid can be refitted without problems.

As standard the A1200xl is supplied with a full 68030 (which means an MMU is available) and available with 40 or 50MHz FPU – highly recommended for any image rendering. The only fly in the otherwise perfect ointment was that the 8Mb of fast memory was split into two blocks of 4Mb, which might present problems if you need one contiguous block of RAM for an emulator such as ShapeShifter. Further expansion is promised via a combined SCSI2/EIDE interface card, which will speed up all hard drive systems to a delicious 5Mb/second.

With memory prices currently so low, and powerful cards like the A1200xl around, I honestly don't see how any Amiga user should be stuck with an 68020 for a moment longer. Get the A1200xl and treat yourself to a *Doom* clone: you certainly won't regret it.

AMIGA FORMAT GOLD

## PERFORMANCE RESULTS

### A1200XL

| | |
|---|---|
| CPU: | 68030 |
| CPU speed: | 50Mhz |
| FPU: | 68882 |
| FPU speed: | 50MHz or 40MHz |
| SIMM sockets: | Two (up to two 32Mb EDO 60ns SIMMs) |
| SCSI interface: | Optional - includes IDE interface |
| PCMCIA friendly | Yes |
| Battery backed clock: | Yes |

### Tests

| | |
|---|---|
| Final Writer test: | 34.90 |
| Imagine 4.0 test: | 0:54 |

### SysInfo tests

| | |
|---|---|
| SysInfo MIPS: | 10.88 |
| SysInfo FLOPS: | 1.32 |
| SysInfo Dhystone | 10428 |

### AIBB tests:

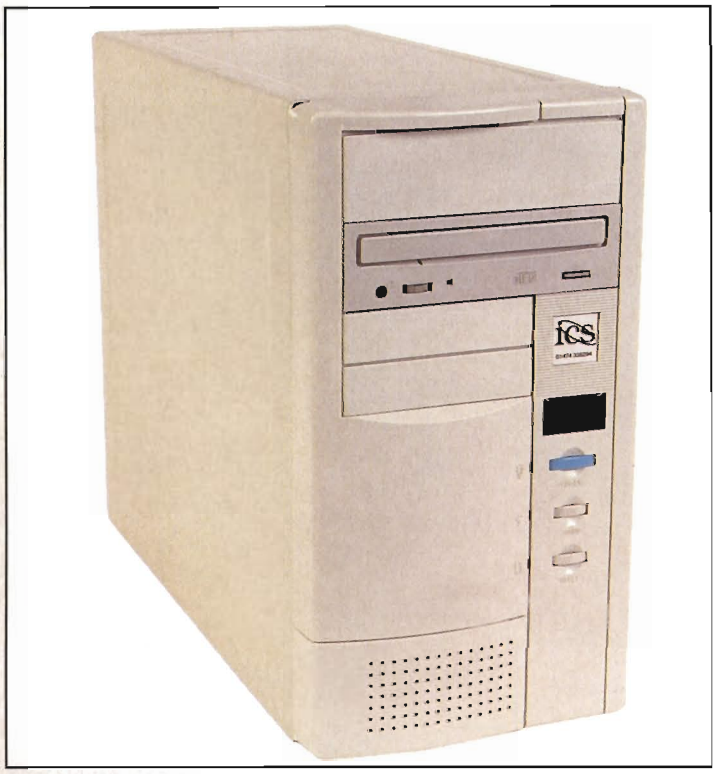
| | |
|---|---|
| Write Pixel: | 5.97 |
| Mem Test: | 12.39 |
| Flops: | 11.41 |

**Distributor: ACL**
**01933 650677**
**PRICE: £159 without memory or FPU**
**REQUIREMENTS: A1200**

**SPEED:** ●●●●●
Hard to imagine a faster 68030 card.
**MANUAL:** ●●●●●
Very clear, with photographs.
**ACCESSIBILITY:** ●●●●○
Some details and software for using the MMU would be nice.
**FEATURES:** ●●●●○
Packed, with a promised expansion port.
**VALUE:** ●●●●○
You get what you pay for.
**OVERALL VERDICT:**
If you still don't have an accelerator, you no longer have an excuse.

**90%**

# Intrinsic Tower Case



**John Kennedy reveals the advantages of fitting all your external hard drives into one neat tower.**

The definition of a Tower system is one which is open to debate, and the Intrinsic Tower for the A1200 is certainly one of the more dubious interpretations. That's not to say there is anything wrong with it, on the contrary, simply that calling it a "Tower" case is a little grand.

In effect, the Intrinsic system is a case for external hard drives, complete with power supply. The fact that it looks like a mini PC Tower case (because that is exactly what it is) is irrelevant. Open up the case and you'll see that it is empty apart from the PSU and any drives which are fitted. The A1200 is not re-located into the case, and there are no ZorroII slots or further expansion options.

## OBVIOUS ADVANTAGES

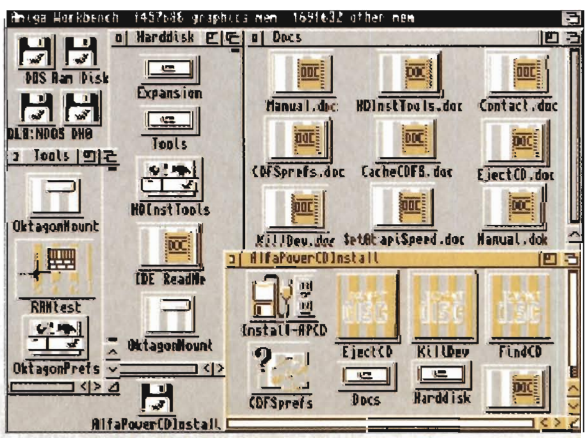
The advantages of the Intrinsic Tower are obvious. Fitting one 3.5" IDE hard drive into an A1200 is just about possible, given the right leads and some DIY skills. However, this approach doesn't appeal to everyone. With the Intrinsic tower, it's easy to mount hard drives and you also get the benefit of a beefy power supply. Even better, it's possible to add a CD-ROM drive using the ATAPI IDE software (as featured in the July issue *AF86*).

## EASY TO FIT

The Tower case supplied to us came complete with a 1Gb IDE hard drive, and a Quad speed CD-ROM drive. Connecting the tower to the Amiga requires that the A1200 casing be opened. A short cable is attached to the internal 44pin IDE connector, and brought out of the left hand side of the case. The tower sits next to the A1200, and it's own trailing IDE connect is attached.

A gang connector is supplied to make it easy to switch on both the Amiga and the tower simultaneously, and if all goes well the Amiga should boot up into Workbench 3. The installed ATAPI software should detect the CD-ROM drive, and if necessary, it can also convert the A1200 temporarily into a CD[32] for playing games.

As features go, that is about all which can be said. The tower makes it easy to add extra drives, and that includes CD-ROM mechanisms. The price might seem a little high (£419.99 for the system described here), but you do get everything you need: sound leads (CD-ROM audio is brought to the rear of the case), power leads, IDE connectors, software and brief instructions. Intrinsic can also supply kits to suit your exact specification, so if you already have a hard drive you won't need to pay for a new one.




It's very straightforward to add a CD-ROM drive using the ATAPI IDE software. For a complete guide see the July issue of *Amiga Format*.

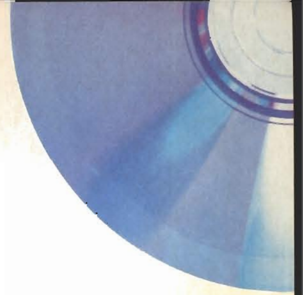
**Distributor: Intrinsic Computer System**
**http://www.eaglenet.co.uk/ics**
**email: barry@ics.eaglenet.co.uk**
**PRICE: £419.99 for 1Gb hard drive & Quad speed CD-ROM**
**INCLUDES: Elaborate Bytes IDE Fix software, including CD32 emulator Power, Audio Cables etc.**

**FEATURES:** ●●●○○
Being able to house cheap IDE peripherals, including CD-ROM drives, converts the A1200 into a deeply desirable piece of hardware.

**VALUE:** ●●●○○
On the pricey side: you might be better off investigating building a similar system yourself.

**OVERALL VERDICT:**
Looks reasonably smart, but remember this doesn't provide any expansion slots for Zorro cards.

**82%**



# Storage City




## Golden Image 8x

**David Taylor finds out that not all CD drives are the same.**

The new area opened up by *IDEFix* software allowing you to attach more than a single IDE device to the Amiga's internal drive interface is being well exploited by retailers. This new drive is an 8x device offering an upgrade that's really worth having.

Fitting two IDE devices to the A1200 is very easy. If you've ever fitted a hard drive, then you'll have no problem. If you've not opened up your Amiga before then you may be a little worried, but it only requires a little common sense. You need to load the *IDEFix* software onto your Amiga and then open it up. Lift up the keyboard, and take out the cradle for the hard drive. You then need to remove the data ribbon (if you have one fixed) and put the data ribbon which is attached to the new IDE interface on. if you have a 2.5" drive, then you fit the new ribbon (which has a splitter on it) to it and if you have a 3.5" drive, then the ribbon that goes to the external CD-ROM unit has a splitter to take it.

As the unit is external, you have to take the ribbon out of the left hand side of the Amiga and clip the cover back down over the top of it. If you are worried about fitting it, then ex-sister magazine *Amiga Shopper* did a photographic step-by-step in issue *AS70*, which should still be available as a back issue from the Subs department on 01225 822511.

However, I had problems running the unit with my setup, even after it had worked in the office. It refused to allow the Amiga to boot up with the 3.5" hard drive and if it was booted with the CD drive turned off, then turned on after Workbench had loaded, the Amiga froze. I had similar problems with a different IDE CD drive, but managed to overcome them. This time though it steadfastly refused to work. The unit may have been damaged or was not designed to work with my older 3.5" drive, but it does mean you may have problems with these IDE drives. On the other hand, when they work, they fly along.

AMIGA GOLD FORMAT

**Distributor: Golden Image**
**0181 900 9291**
**PRICE: £169**
**REQUIREMENTS: A1200/A600**

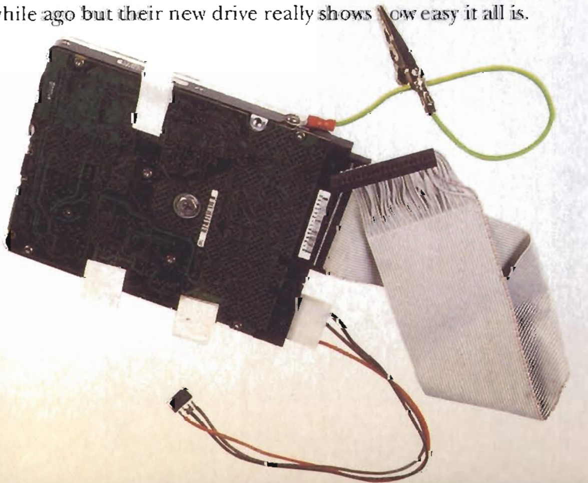
**SPEED:** ●●●●○
An 8x speed drive is phenomenal, but only if it works.
**MANUAL:** ●●○○○
Sketchy instructions.
**ACCESSIBILITY:** ●●●●○
Some competence is required – if you don't know what you're doing, get a friend who does.
**VALUE:** ●●●○○
A little bit pricey for a CD-ROM drive.
**OVERALL VERDICT:**
The only bad thing about this drive is it's price.

**90%**

## Seagate 5250A

**David Taylor finds that size is important with the new Instant Drive package from Eyetech.**

Until recently the Amiga community had not taken up hard drives in a big way, but the latest reader survey suggested that the majority of *AF* readers do now have drives. Eyetech released their Instant drive package a while ago but their new drive really shows how easy it all is.



The Seagate drive really is impressive with a 2.5Gb capacity which should see you into the next millennium. It comes ready partitioned and prepared with a 150Mb Workbench partition, an 800Mb work, a 690Mb data and an 800Mb software one.

Fitting the drive was easy. It's simply a case of opening the A1200 up, fitting the data cable and then unplugging the floppy power supply. 3.5" drives can't take their power through the data ribbon so it has to come from a different source. The drive plugs into the floppy socket and has a set of prongs extended through for the floppy power cable to plug back onto. The procedure took about five minutes.

Flicking the switch, I was amazed at the speed. My own drive is only a year old, but takes nearly three times as long to boot up. This drive is both spacious and fast. Add to this the earthing cable and sticking pads to hold it in place included (make sure you get it right as they won't come off), and that the drive is so thin that it doesn't make the casing bulge and you can see I love it.

In fact, if I could think of any reason at all that would convince Eyetech I should keep the drive, they'd never see it again. Oh, and you also get *MMExperience* for free.

AMIGA GOLD FORMAT

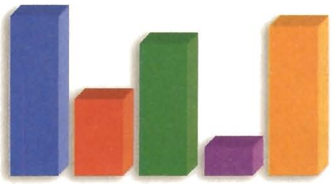
**Distributor: Eyetech 01642 713185**
**PRICE: £299.95**
**REQUIREMENTS: A1200**

**SPEED:** ●●●●●
The fastest drive I've seen on any platform.
**ACCESSIBILITY:** ●●●●○
You cannot get a drive that's easier to fit.
**FEATURES:** ●●●●○
Well partitioned and with a free bit of software.
**VALUE:** ●●●○○
Again quite expensive.

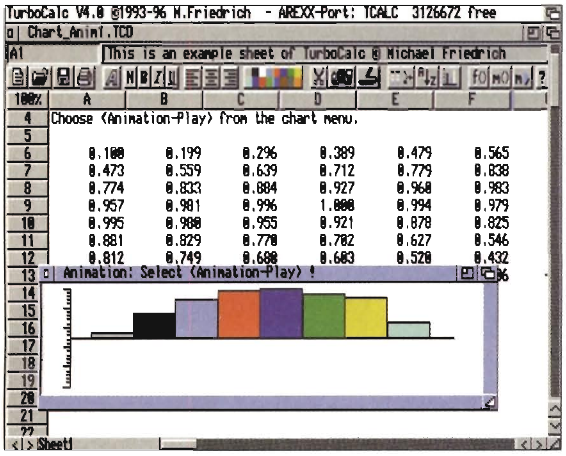
**OVERALL VERDICT:**
An excellent drive – if you can afford it!

**95%**

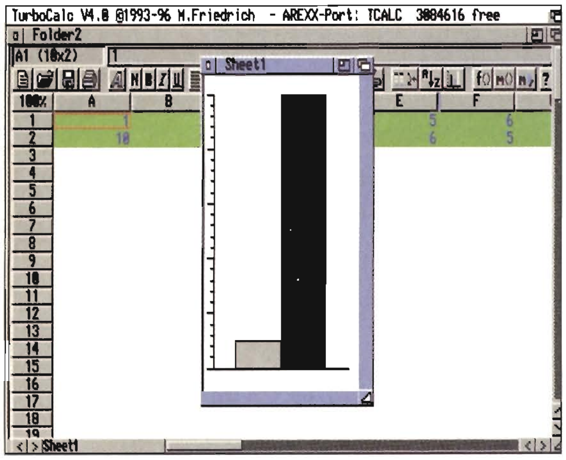
# TurboCalc 4



**A brand new version of the Amiga's powerful spreadsheet program. David Taylor has all the details.**




Working with animations is useful, but you end up using the example files and starting from scratch with easy data.

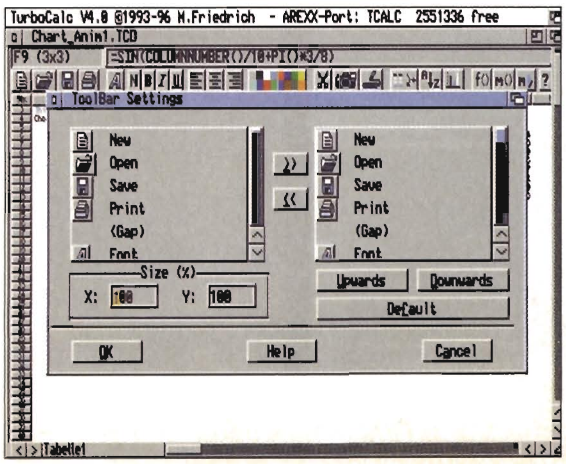



Spreadsheets might not be exciting but they are a very useful way of managing number-orientated data. And the real beauty of a spreadsheet compared to a ledger book is that you can program the spreadsheet to automatically work out figures for you. Taking information from the cells in one column and then instructing the spreadsheet to give a running total in the next column. *TurboCalc 4* allows you to do all this and much more.

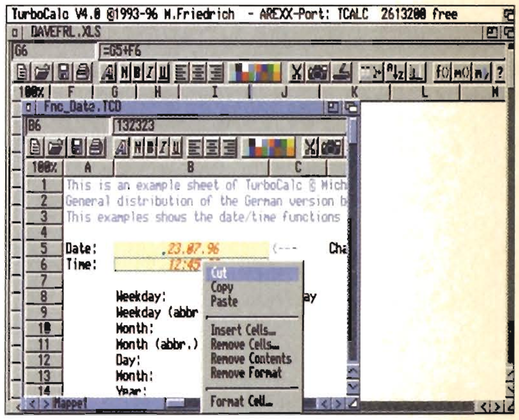
The most useful new feature allows you to generate a variety of graphs. Just select a section of the spreadsheet and click on the Chart button. There is also a new ability to define animations. This means you can show your data either growing or decreasing as the period goes on. The animation is generated as IFF frames, so it can be displayed within *TurboCalc* or you can save the frames out and import them into any display package you want.

However, the course of true data input never runs smoothly. *TurboCalc 4* came on CD with full on-line help and no manual. Finding a subject in the help was a real task and unfortunately the translation hasn't been proofed or spell-checked. I found the easiest way to figure out animations was to take the tutorial animation apart and then start from scratch with a simple two row spreadsheet. This worked fine until I tried to animate the data from a spreadsheet that I actually use. Creating data which animates well is easy enough if you have the animation in mind when you set out the spreadsheet, but if you have one already laid out, it may not be set out for animation. So whilst this is a good feature, it could do with a little more in terms of editing functions for cell inclusion.

There are plenty of other new features. The toolbar on the spreadsheet can be configured very easily through the interface and there are plenty of examples included. You can also zoom in and out so you can see more of a sheet. This isn't actually very useful because you really need to be able to read the data and that's not possible at 50%.




The toolbar for each sheet can be defined by yourself using the settings interface.




Files can be imported from the PC. Note also the right mouse menu commands which offer cell editing functions.

EPS output of sheets and charts means that you can get top-quality printouts when you need them. This links in nicely with the program's ability to import and export different file formats, particularly from the PC – both *Lotus 1-2-3* and *Excel*.

60 new functions included with 33 macros mean there is nothing I can think of that you are likely to want to do in a spreadsheet that *TurboCalc* can't do. *TurboCalc 4* shows that the Amiga does have quality software capable of competing with the likes of Microsoft.

**DISTRIBUTOR: Digita 01395 270273**
**PRICE: £49.99 (or upgrade for £29.99)**
**REQUIREMENTS: CD-ROM drive, WB2+ and 2Mb RAM**

**SPEED:** ●●●●○
Very good. Control of animation speed would have been useful.

**MANUAL:** ●●●○○
A printed manual would be a real help.

**ACCESSIBILITY:** ●●●○○
Getting started is easy enough, but complex features take time.

**FEATURES:** ●●●●●
What more could you ask for?

**VALUE:** ●●●○○
A fair price for so many features.

**OVERALL VERDICT:**
Still room for some tweaks but a very impressive product.

# 91%

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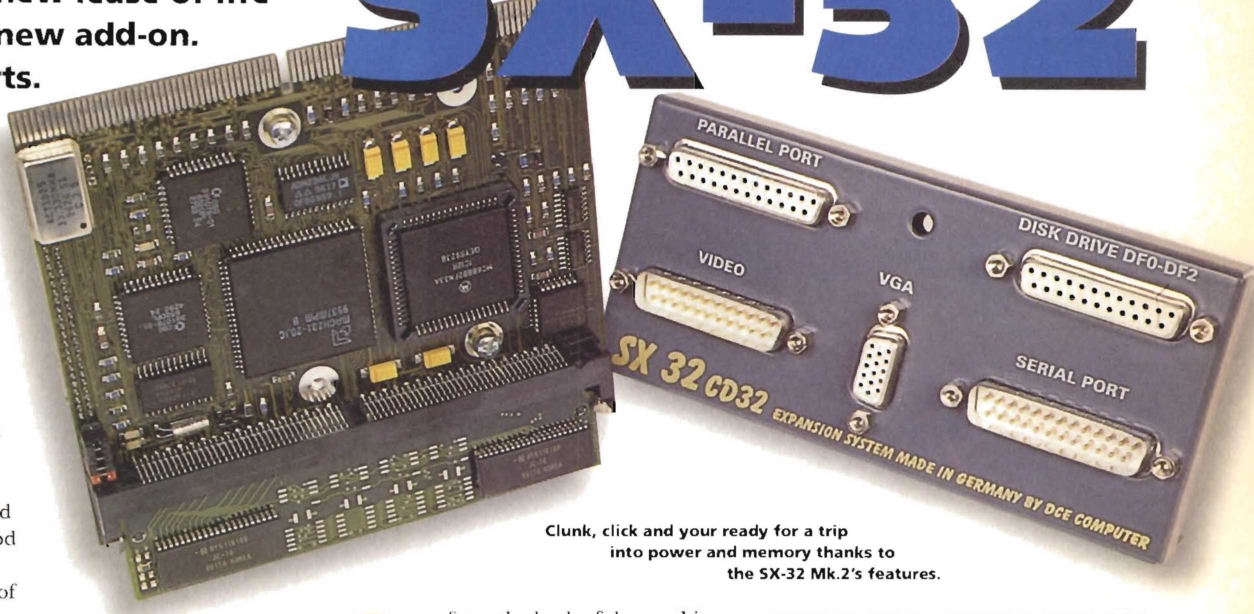
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# SX-32

**Got a CD32 mouldering in your attic? Give it a new lease of life with Eyetech's new add-on. Ben Vost reports.**




Clunk, click and your ready for a trip into power and memory thanks to the SX-32 Mk.2's features.

The $CD^{32}$ hasn't really had a very good time of it since it was launched. Abandoned for the most part by the games developers it was designed to attract, it was never really the success it perhaps should have been. In the time since its launch, most people will have got a bit fed up with its lack of really good expansion possibilities and put it to one side in favour of an A1200.

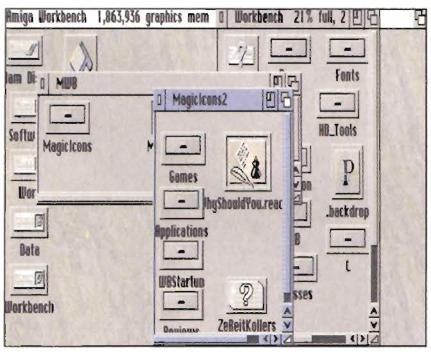
But now Eyetech really have given the $CD^{32}$ a facelift with the SX-32 Mk.2. Like most previous expansions for the $CD^{32}$ it plugs in the back of the machine, but unlike the well-known SX-1, it barely protrudes from the back of the machine when fitted and offers much, much more. So what makes this expansion module better than the SX-1?

For one, you have a maths co-processor. Since it sits in a PLCC socket, it can be as fast as 40MHz, not bad for a start. Next up, we have the SIMM socket, designed to take a single 72-pin SIMM of up to 8Mb of RAM. Thirdly, we have a battery-backed clock, an invaluable resource for any computer and last, but very definitely not least, we have a 2.5" IDE hard drive.

The unit supplied to us comes with one of the extremely fast Western Digital mechanisms at 540Mb. Everything is already set-up when you receive the product so all you need do is unscrew the panel on the back of your $CD^{32}$ and drop the unit in. True plug and play, Mr. Gates. Actually, when I say "Drop the unit in", I really mean, "Try to drop the unit in and when it won't go in straight wriggle it around until it finally clunks into place", but other than that it is ever so simple.

As if having the drive already set up for you with Workbench and three other partitions (one too many for my liking), isn't enough, Eyetech also supply Almathera's CDPD3 for your delectation. OK, it's not the most up-to-date collection of Shareware, but even so it is free.

In conclusion, I would have to say that this is one of the finest engineered pieces of hardware I have seen for a while, giving the $CD^{32}$ a much needed new lease of life. My only caveat would be that I might prefer the $SX^{32}$ Pro, but if you're on a budget, then this is the best way of expanding your $CD^{32}$.




Eyetech's Workbench may be untidy but it does come with nice icons!

## WHAT?! YOU WANT MORE?

**If this unit doesn't sound quite powerful enough for your computing needs, how about Eyetech's SX-32 Pro range? It comes in two styles, 33MHz and 50MHz, and both are equipped with a full 68030 processor complete with MMU and a PGA socket for an FPU. They also have the capacity for fully autoconfig 32-bit memory up to 64Mb and Kickstart is automatically remapped into fast RAM if there is more than 8Mb present.**

**Is that all? No, not really. The SX-32 Pro can detect whether you have an Amiga or PC keyboard plugged into the $CD^{32}$'s AUX port and decode instructions from either one appropriately. There is also a built-in buffered IDE interface for a hard drive (which can be optionally expanded for up to four devices instead of the usual two). A cooling fan finishes off the feature list.**

**The asynchronous design of the expansion means that, for the 50MHz version, it is rated as 6.3 times as fast as a standard A1200 by SysInfo, and memory access is more than twice as fast as an A4000/040 according to AIBB. Best of all, because of the $CD^{32}$'s Akiko chip, which is responsible for chunky to planar conversion, programs such as *Gloom* or Emplant run at top speed. Both versions of the SX-32 Pro should be available as you read this at prices of £299.95 for the 33MHz model and £369.95 for the 50MHz one.**

## PORTS PROVIDED

**The SX-32 comes with all the ports you would expect to find on a standard A1200, making the $CD^{32}$ even more like a "real" computer. The ports are as follows:**

**Parallel Port - standard Amiga bi-directional port**

**Serial Port - 25-pin full serial port rated to 57,600 baud (depending on processor)**

**Floppy Port - Since the $CD^{32}$ doesn't have a floppy drive as standard, this port starts at DF0:**

**Video Port - Standard Amiga 23-way video port for all Amiga screen resolutions**

**VGA Port - Ideal for DblPAL connections to multiscan monitors**

**Distributor: Eyetech**
**PRICE: £199.95, £129.95 with 33MHz FPU**
**REQUIREMENTS: A $CD^{32}$!**

**SPEED:** ●●●●○
A bit of fast RAM improves the $CD^{32}$ no end.

**MANUAL:** ●●●●●
Almost unnecessary, but up to Eyetech's usual standard.

**ACCESSIBILITY:** ●●●●●
Just plug it in and away you go.

**FEATURES:** ●●●●●
It's amazing just how much stuff has been packed into such a small place.

**VALUE:** ●●●●●
Hard to beat.

**OVERALL VERDICT:**
Absolutely top notch.

# 96%

# CD-ROM round-up

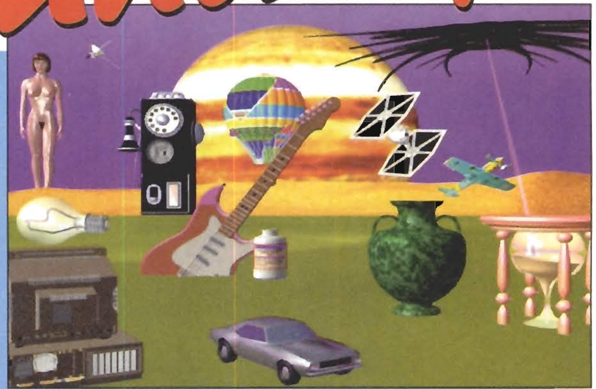
## LIGHT ROM GOLD



**Weird Science 0116 234 0682**




The Rex anim in AFCD10:-Look_here_1st-/animations is a rendered version of a *Lightwave* scene which appears on this disk.



A small sample of the quality models on this CD. Look at that lovely phone! And the Tie-fighter!



20,000 leagues into the CD, you'll find some excellent models.



The *Light Rom* series is probably the best known CD collection of all things 3D. The first three sets were full of objects, animations, motion paths, scenes, textures and bumpmaps to load into your favourite raytracer.

This *Light Rom* disc is really, in part, a compilation of these previous discs, but it includes only the *Lightwave*-related files. In fact there are more than 265Mb of objects and 145Mb of images and textures used in over 5Mb of scenes.

This is a purely functional CD – there are no introductions or no fancy front-ends. As such, you can only explore it via *Lightwave*. This is fair enough, but it wouldn't hurt much to include a doc viewer on the disk, or even a PD object viewer.

Another problem is that most of the scene files are useless. Because the disc has been made with scenes from PC's as well, you will find that some of the scene files (which are just ASCII text) have erroneous return characters in them, which *Lightwave* on the Amiga assumes to be a part of object names. You have to go through a heap of requesters relocating the objects.

Having said that, it does provide the best collection of *Lightwave* objects you are likely to find on a single volume CD. If you don't have any of the *Light Rom* series, and if you want to get a load of ready made objects then this is a must buy.

AMIGA GOLD FORMAT

**VERDICT**
**90%**
**£19.99**

## AMIGA DTV CD2

**Almathera 0181 687 0040**




A version of *Scala 113* is included on the disc, which is excellent for titling.

Desktop video, and multimedia are very material intensive – they consume original animations, titles and effects at a dramatic pace, so source CDs are a welcome weapon to arm yourself with.

Interestingly, although over 100Mb of textures are claimed, they are essentially three directories containing the same images in three different formats – 16-colour, 256-colour and JPEG. It wouldn't be so bad except they are almost all weird and some simply variations on a theme.

Although this CD is aimed at Desktop Video use, over two thirds of it are full of Amiga colour fonts. These are very useful antialiased colour versions of common fonts.

As a bonus, there is also a full version of *Scala 113* which is very useful for titling work.

This isn't a bad compilation, but it is of more use for titling applications than anything else.




A small selection of the excellent anti-aliased fonts to be found on the CD.

**VERDICT**
**78%**
**£19.99**

## SYSTEM BOOSTER

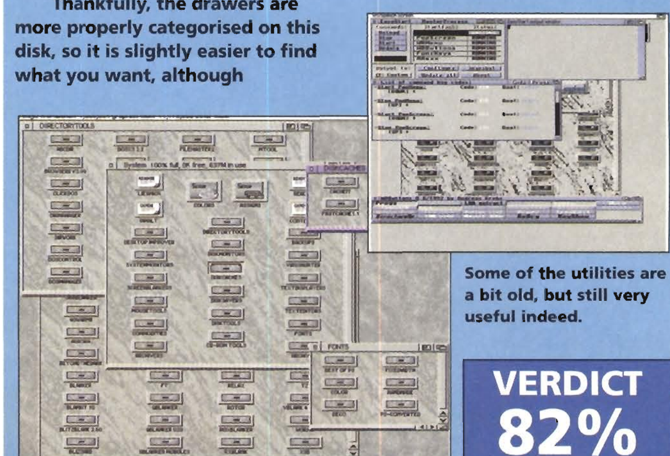
**Weird Science 0116 234 0682**

If you want to enhance your Workbench this CD may be the answer.

Essentially it is a collection of the sort of files you would find in Aminet's Util directory – commodities, archivers, disk organisers, silly workbench hacks, that sort of thing.

Thankfully, the drawers are more properly categorised on this disk, so it is slightly easier to find what you want, although disappointingly there is still no search facility.

Almost every commodity you've ever heard of is here, as are several dozen CD Audio players, quite a few screenblankers, more than a few fonts, loads of mouse accelerators and so on. A lot of the files are reasonably old but it is still a fairly comprehensive collection.



Some of the utilities are a bit old, but still very useful indeed.

There are literally too many utilities on this CD to mention here, but this should give you an idea.

**VERDICT**
**82%**
**£19.99**



# WOMEN ON THE WEB



Can't sing, can't dance, can't even stand up properly by the look of it...

### *Sadeness 01263 722169*

It seems like a strange name really. These aren't really "Women of the Web" in any respect other than that there are a lot of pictures floating around on web-sites of the poor creatures. It seems unlikely that Jennie Garth or Terri Hatcher know a URL from their elbows.

However, you can see the point of the CD. For some reason, web-sites full of images of women are tremendously popular. Even more so the ones which have pictures of famous women on them. So a compilation of famous women's pictures presented in a web-style format should be something of a winner.



Hmmm. Well, sort of. The trouble is, if you don't know who any of these people are, you're not going to find out here. Few of them have any sort of biographical details. For example, there are five pages of images of some woman called Xuxa. There are over 20 pictures, and all the information you can find out about her is "Brazilian Pop-star/presenter". Now what makes the real web-sites devoted to some particular TV-star or whatever interesting are all the background details and biography you can find out about them. Even if there was just a little thing about date of birth, what films they'd been in, or something, it would give the pages more life. In fact, it seems strange to go through the complicated business of creating HTML pages at all, when they are just full of images – a few thumbnail images organised in directories by name would have been more efficient.



When you click on a letter, this is what you get – a directory of women, some with a bit of a bio.

The images themselves are, on the whole good, if a little small. Few of them are full screen, which is a shame. I'm sure the originals were bigger. As it is, there is little you can do with them except look at them on screen. Having said that, there are lots and a few lucky women also have some .mov files, though you really need a graphics card to see these.

Some of the images are censored (i.e. they are not on the disc, but are represented by an "18" symbol to let you know they exist. It is possible to upgrade to the 18-certificate version of this disc for £9.95. Ahem.

**VERDICT**
**79%**
**£24.99**

# 3000 JPEG TEXTURES

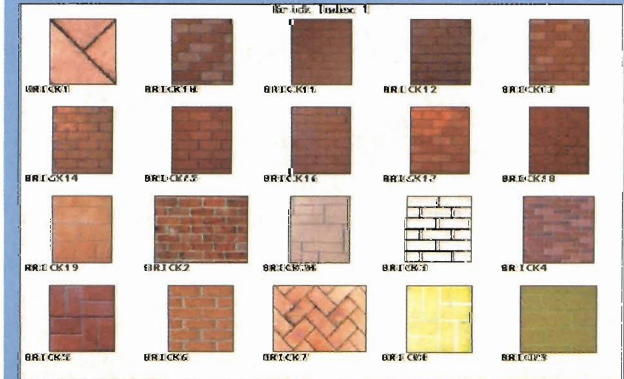
### *Weird Science 0116 234 0682*

They are textures. And they are in JPEG format. And, quite probably, there are more than 3000 of them. What more is there to say?

Well, for a start, I think you will find that unlike most CDs of this nature, the great majority of these textures are actually very useful. For a start, quite a lot of them are completely seamless, which is a big plus in my book.

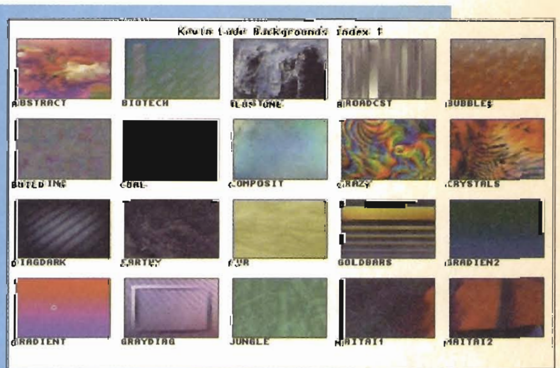
The brick and stone textures are just excellent, and some are big enough to use as they stand as backdrops, without the need to tile. They do come in a variety of sizes. Most texture collections are happy with the de facto standard of 256x256, but this collection features everything from 96x96 to a whopping 1024x768.

This disk was compiled by Graphic Detail, the people responsible for the *Light Rom* series amongst other things, so it will come as no surprise to you that there are no navigation tools, viewers or anything else at all on the disk. To browse through the textures you will need to use a utility like Viewtek, or even better a directory manager like DOpus.





In the "nearly" drawer – some files which don't quite join.




A large number of textures were created by just two artists! Here is some of Kevin Lude's work.

Like all their other compilations, this one smacks of quality. There are some quite odd textures which I couldn't possibly think of any use for, but on the whole they are excellent. And, as any 3D modeller or multimedia author knows, you can never have too many textures. This is a CD that I would have no hesitation in recommending.

**VERDICT**
**86%**
**£14.95**

We've got red bricks, white bricks, square bricks, rare bricks, bricks at an angle, bricks in a tangle, bricks with dirt, dust, moss...

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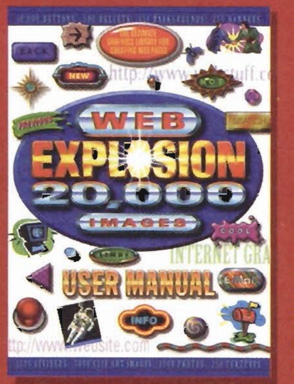
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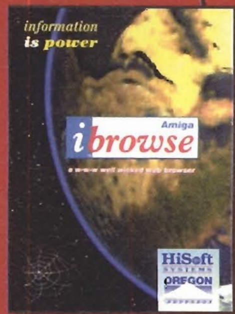
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# Workbench

**Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.**

## PC CASTOFF

I own an IBM PC and have just brought a new CD-ROM for it, so now I have a spare 2x speed IDE CD-ROM drive (Sony CDU 55E). How can I put that into my Amiga A4000? I know I can plug it into the IDE cable and use it as a slave device, but I can't get Workbench to detect it is there, so nothing happens when I do put a CD in the drive. Is there a program to install my CD-ROM into my Amiga ?

*Peter Tucker*

PS I've had an Emplant board for a year now but still can't get hold of the Mac ROM's – any ideas ? (they need to be Version 1.1 to 1.3.)



**Adding peripherals to your Amiga is not always easy, but we are here to help.**

*The Amiga cannot read CD-ROM drives by default. They need a file system, and this is especially true if you are not connecting the drive in the more standard SCSI manner, but to the IDE port. However, as with the A1200, software to enable an IDE CD-ROM drive is available. Look out for* AsimCDFS *from Blittersoft (01908 261466). There should be a demo on Aminet.*

*Tracking down Mac ROMs is not easy. Have a word with Blittersoft when you are ordering the ASIM system. It's also worth looking around car boot sales and old computer shops where there may be a broken LCIII collecting dust, it's owner unaware of the value of its ROMs.*

## BIG IMAGINE TIP



**If you can't afford the real thing you can always render your own in *Imagine*.**

**If you don't think you'll ever be able to afford a holiday there then...**

**This is for all you users of *Imagine V3+* who can't get it to run in any resolution higher than 640x512. First, go to your *Imagine* Preferences editor and set it to use the screen size of your choice, such as SMOD=1 (800x600).**

**Then, the most important bit. Get hold of the absolutely brilliant *Master Control Program V1.2* and go to the Promoter section. Add *Imagine* to its list and promote it to the screen-mode you chose for example: Super72 SuperHighRes-Laced.**

**Now reboot, and load *Imagine*. Bang, it is now running in full-screen 800x600. Isn't that great! *MCP* can also promote *Lightwave* in the same manner. Cool! It is also great for replacing *PPPatcher*, which used to crash my machine when loading *SimCity2000*, *Thor* and *Voodoo*.**

**A special thanks to the writers of *MCP* who put it out for free.**

***Darrell Hannan***

***Top tip, Darrell. Works even better if you have a graphics card and a SVGA monitor.* Imagine *4.5 is supposed to support CyberGFX screens, which would also be nice.***

## DRIVE IN DISTRESS

I have a partition on my hard drive that has got a 'Checksum Error on disk block 35133', what's happened and, more importantly how do I get rid of it? I am still using the partition. Should I back up all the files and then re format it. I was led to believe that you couldn't format any IDE hard drive.

I did not obtain a hard drive toolbox when I purchased the drive. Backing up the hard drive is no problem because this is my games partition so I have most of the original disks. If I do just format the drive, do I just use the normal format function?

I played on a friend's computer connected to the Internet. I visited the HiSoft site and downloaded a demo version of *Cinema 4D*, but unfortunately it is compressed. I do not know how to unpack the lha. tool. You gave away the the 'lzx' tool on *AF74*, but I am a bit apprehensive of using shell so I never used the tool. It would be great if you could put the 'lzx' tool on the next subscribers' super disk, with a dummies guide to using it. I am sure everyone could do with extra disk space.

You also say what an advantage the ARexx port is in a program but I do not understand why. This letter was written using WW5 that has the said port, but what can it do for me? What about having a tutorial on this subject?

*Neil Connor*
*Northumberland*

*Checksum errors can happen for many different reasons: perhaps you switched off the Amiga or it crashed when it was writing to the hard disk. No matter: it's there now, and you want rid of it. You should be able to continue using the drive, but it's not recommended. As you say, you already know what to do: copy all the data off the partition and re-format it.*

*Here's the good news, you CAN re-format an IDE hard drive partition. Simply use the AmigaDOS*

**Continued overleaf ➡**




**We gave away the superb *Cinema 4D 2* in the Christmas issue of *Amiga Format*.**

*format command, either from the Workbench or by opening a Shell and typing:*

```
format drive <partition physical name>
name <partition logical name> QUICK FFS
```

*For example,*

```
format drive hd1: name games quick ffs
```

*What you shouldn't do is a Low Level Format, which is sometimes – note, sometimes – required for SCSI hard drives. You need HDToolbox to do that.*

*Now to the next problem: archive utilities. These aren't as hard to use as you might think. You probably already have the programs on some magazine coverdisks, so look out for programs like LHA and LZX and copy them to your hard disk. I put mine in the c: directory.*

*To use LHA to unpack a file, you need to type something like this:*

```
LHA x archive destination
```

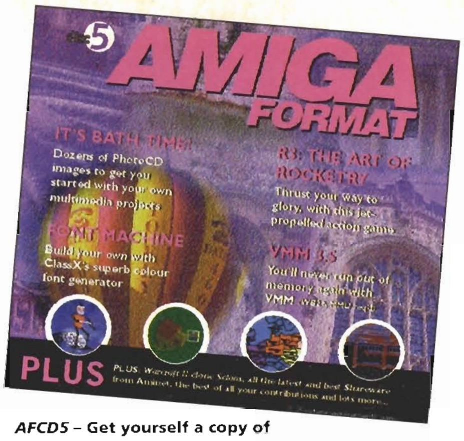
*For example,*

```
LHA x demo.lha ram:
```

*This unpacks the file called "demo.lha" and places it in the RAM drive. Similarly, use LZX like this:*

```
LZX x archive destination
```

*ARexx is very useful because it allows access to the facilities of a program. For example, because your word processor has an ARexx port, it's possible to write special Macros to make certain tasks easier. An ARexx macro could be used to automate the creation of documents, create complicated tables or text effects. It can do simple things like automatically insert your name and address at the top of each letter, or complicated things like global search and replace through multiple documents.*




**AFCD5 – Get yourself a copy of AsimCDFS and it will work fine.**

## WHOOPS!

I can't get the *AFCD5* to work. When I access the CD it shows the drawers but when I try to access them it says "Directory not available". I've had troubles in the past with the *Aminet* and *Goldfish* CDs but solved that by letting the $CD^{32}$ boot from its own Rad disk.

I have an A1200 and it also failed to work on a $CD^{32}$. When I tried the CD on a PowerMac 5200 it read it as normal!

I suspect it has something to do with PhotoCD libraries/devices as the CD apparently contains PhotoCD Images. I hope you'd be able to solve my problem because now the CD is practically useless.

*Jeroen Borgmeyer*

*The problem was caused by the choice of CD-ROM file system used. Amazingly, it caused problems with some reader's own CD-ROM file system – including yours. Although it worked perfectly on many Amigas, those using the Commodore CD-ROM file system experienced problems. And yet it worked perfectly on PC and Mac systems. Sigh. So, nothing to do with PhotoCD.*

*The solution is to install a new CD-ROM file system (such as AmiCDFS), or contact Ablex on 01952 680131 for a replacement CD-ROM which should work perfectly.*

## EASY HD

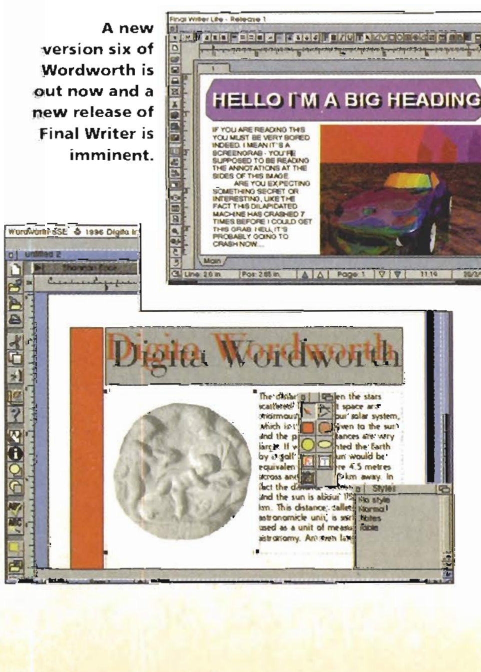
I want to buy a hard drive for my A1200 as my daughter is now in senior school and wants to do her homework on it.

At the moment she has *Wordworth*, which came with the computer, but this is not very good to install and there is too much disk swapping. I would like some advice on good software such as word processing packages and spreadsheets and also the size of hard drive required to support the software.

At the moment we have a Panasonic colour printer connected to the computer but no monitor.

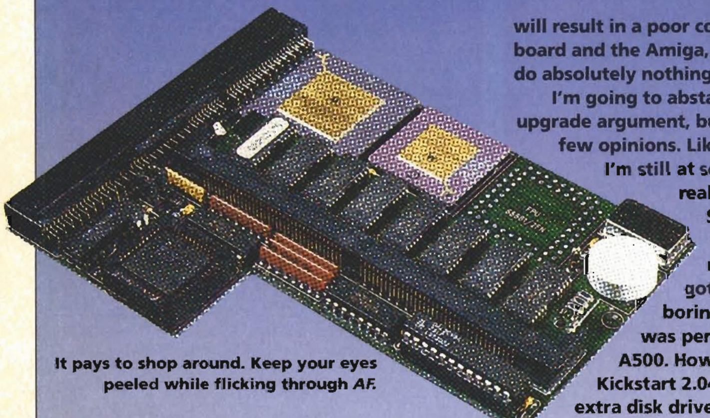
*Deborah Allison*
*Hartlepool*

*A hard drive will make a huge different to the A1200, and will make* Wordworth *a lot more useful. Although you will be lucky if you can find a High Street shop able to fit a hard drive to your A1200, there are a lot of very good mail order companies who will happily fit a drive for you. Flick through this magazine and you'll see adverts from Siren, First, Gasteiner and Eyetech. You don't need a huge drive, although getting smaller one's these days is quite hard. About 200Mb should be twice as big as you need (it*




**A new version six of Wordworth is out now and a new release of Final Writer is imminent.**

## APOLLO TIPS



**It pays to shop around. Keep your eyes peeled while flicking through *AF*.**

**I've just bought and fitted an Apollo 1220 board to my A1200 and I thought some readers would appreciate a few hints and tips I found along the way.**

**1. Make sure all jumpers are set correctly. If, like me, the last jumpers you set were on a Commodore 1541 five and a quarter inch disk drive, you'll be pleased to hear that knives and soldering irons are no longer necessary. Just pull the black caps off of the pins and don't try to cut them like I did!**

**2. Don't forget to set your clock if it has one and start using the FPU versions of programs.**

**3. It's easiest to open the casing and put the board in from the outside, guiding it in from the inside. Be careful of the metal shielding: for some reason the edge of it is folded down so that you can't get larger boards in directly from the outside.**

**4. Mutilate your trapdoor cover. Why the hell did Commodore put those big projections on the inside of the cover? I couldn't get mine back on until I attacked it with a knife.**

**5. Make sure it's in straight! A wonky board will result in a poor connection between the board and the Amiga, and it will sit there and do absolutely nothing.**

**I'm going to abstain from voting on the upgrade argument, but I would like to offer a few opinions. Like most of your readers, I'm still at school (I'm 16) and so not really that rich. I've got a Saturday job now, so I can afford to upgrade my A1200, but before I got it, I was one of those boring stick-in-the-muds who was perfectly happy with my A500. However, I did buy it Kickstart 2.04 and it already had an extra disk drive when I bought it second hand. Anyone should be able to save up and buy those two upgrades, and I urge you to do so. Workbench 2 is well worth the money.**

**I've even got some tips for Amiga users on the cheap!**

**1. Buy second hand. I always have, except for the Kickstart 2.04 chip, the Apollo and the hard drive.**

**2. Shop around. The Kickstart chip, the Apollo and the hard drive were all the cheapest advertised in *AF*.**

**3. Don't be too afraid of DIY. When my A500 died, I discovered that my memory expansion was shorting out. I removed the offending piece of metal (God only knows where it came from) and all was well. Internal hard drives are easier to fit than everyone says, but trapdoor expansions are harder!**

**I hope at least someone finds my advice useful.**

***Stuart Hedges***

***I'm sure they will Stuart – although it looks as though you are trying to put me out of a job!***

## POWER LUST

**My Amiga keeps quickly turning itself off and then on again when I first start it up. I think I need more power from my PSU. I've tried all the advertisers in your magazine to get a replacement but with no luck. Power have no stock of the Micronix and Datel no longer make the Goliath. Please tell me if anyone makes a better power supply or where I could get one made up specially. I have heard that the old A500 power supply is a reasonable replacement. Is this true ?**

**Finally, is there any chance that Viscorp will be making their own replacement PSU in the future and should I hang on for that ?**

***Matty Whitfield***



Power supplies for the A500 were generally more stable than their A600 / A1200 counterparts.

***First of all, check that you really need more power. Disconnect a few of your hardware items to make sure that it's not something else malfunctioning.***

***It's a shame if the Goliath isn't being made anymore, as there are a lot of happy A1200 customers. However, if you are willing to do a little DIY – or ask your local electronics shop to do it for you – you should be in luck. All you need is a PC power supply unit, wired to the lead from your existing power supply.***

***Some of the early A500 power supplies were considerably more stable and provided more power than the incredibly light A1200 and A600 PSUs currently in circulation. If you can find one, buy it. It could be very useful and a lot cheaper than any alternative. From listening to the news on the wires, I think it's unlikely that Viscorp will now have anything to do with the Amiga.***

*pays to overestimate) and you should be able to get that sorted for less than £150. If you can, get a 4Mb memory expansion board as well, as this will speed up* Wordworth *quite a lot.*

Wordworth *is one of the best word processing packages around. If you want to try something different, try* Final Writer *from Gordon Harwoods* (01773 836781). Final Data *is a good database system, and see the review of* TurboCalc 4.0 *on page 67 of this issue – it's a popular spreadsheet.*

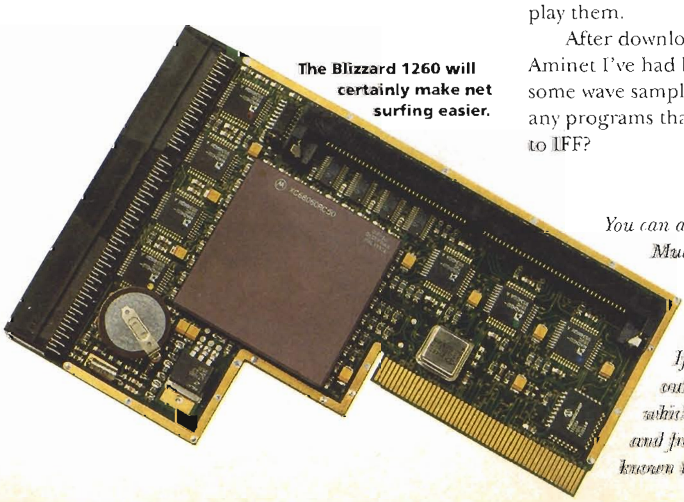
## FASTER INTERNET

Even with my fairly pokey processor, browsing the Web and downloading files is jolly slow. I use a PC at work, and it reads Web pages and downloads stuff a lot faster, so I was wondering how I could aid my Amiga in catching up.

As far as I can see, I have two options for faster net communication; I could flog my hard drive and modem, buy an internal hard drive, faster modem and surf squirrel, or I could buy a Blizzard 1260.

Which of these would give the greatest comms speed increase, and would the improvement be worth the outlay?

*Neil Matthews*



The Blizzard 1260 will certainly make net surfing easier.

*You're having problems processing the images your Amiga downloads and then displaying them. This takes quite a lot of effort on the Amiga's part, as most images are optimised for 256-colours (GIFs) or 16 million colours (JPEGs). The Amiga is quite slow at processing and displaying graphics like these. However, the 030 is helping a great deal and there is no doubt that an 060 would improve things even further.*

*If you want to know if a faster modem is going to make a difference, try loading some pages of HTML, including graphics, directly from your RAM disk or even hard drive, rather than downloading them. That should give you an idea of what it would be like to have a 1Mb/s + link to the Internet. You will notice though that it still takes a long time to display larger pictures.*

*Now I hope you'll be able to make up your own mind up which is more important: modem speed or processing power.*

## WAVE TO ME!

I enjoy downloading WWW sound samples but my problem is that most of the samples are in the form *.wav, *.voc or *.au, so I can't get *OctaMED* (or any other sampler program) to play them.

After downloading the wave datatype from Aminet I've had limited success in playing some wave samples using *MultiView*. Are there any programs that can convert these samples to IFF?

*Richard Jones*

*You can actually save IFF samples from Multiview and* OctaMED *(version 6 was on last month's Coverdisk!) will load WAV files – that should make you a happy bunny. If you want more control, then look out for a utility called* AmiSOX *which can convert sound samples to and from practically every sound format known to man.*

## IF YOU HAVE A QUERY...

**At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved).**
**Here are a few tips on sending in questions:**



Graeme Sandiford

- **Be concise.**
- **Detail the problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

**Bear these points in mind and fill in, photocopy, or copy the form below as best you can. Unfortunately we cannot reply personally.**

**Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.**

**Your Amiga:**

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

**Kickstart version**

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

**Hard Disk:** .................... **Mb**

**Manufacturer:** ....................

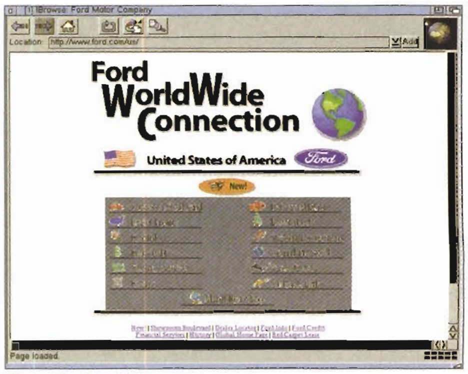
**Extra RAM fitted – type, size, (Mb) and manufacturer:**

**Details of other hardware:**




# SURFING THE HIGHWAY

**Darren Irvine cruises the Information Superhighway – in search of something to cruise the real one!**




**If you want to see what a well put together corporate Web site looks like, look no further than Ford's homepage.**

Behind his beloved Amiga of course, the average bloke's favourite possession must be his vehicle. And man's fascination with cars and bikes is reflected in the huge number of Web sites dedicated to just about every make and type imaginable.

From Citroen 2CV fan pages to slickly produced corporate homepages belonging to exotic Italian sportscar manufacturers – whatever your personal preference in these matters, there will almost certainly be a site somewhere on the Web designed just for you. Here are just a few of my personal favourites.

## THE MINIWEB HOMEPAGE

The Mini might be horribly outdated, surpassed visually, and nearing the end of it's lifespan but does that make any difference to the fans? Of course not. I still admit to having a soft spot for the Mini I owned several years ago.

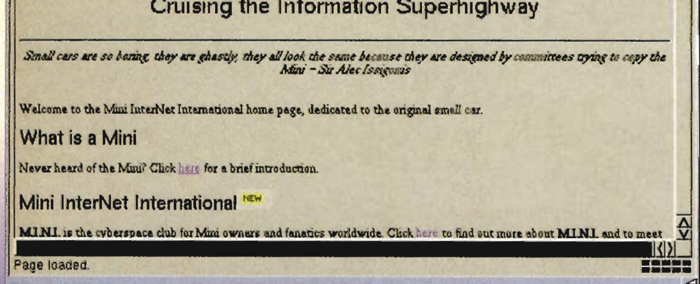
The Mini has a rich history involving many areas of motorsport and it comes as no surprise to find that the Web site devoted to these little cars is one of the most comprehensive of its type.

As well as dozens of links to other sites, there are articles on getting the most from your Mini, an on-line Mini mechanic section, and even a few hints on improving your Mini driving skills. The URL you need is: **http://www.euro.net/TDRS/MINIWEB/homepage.html**

## FERRARI



From the sublime to the ridiculous, or at least to the ridiculously expensive. So who wouldn't like a Ferrari then? Well me for a start. Actually, that's a rather obvious lie – of course I'd like a Ferrari. Unfortunately given the miserly pittance that Nick pays freelancers the chances of my ever actually owning one are pretty slim – but I can dream, can't I? The official Ferrari homepage is every bit as impressive as it should be, and you can check it out at: **http://www.ferrari.it/ferrari/** There's information on the history of Ferrari, and detailed specs for every model of car Ferrari has ever made. There is of course a large section devoted to Ferrari's involvement in motorsport, and you can even join the Ferrari club and sign their guestbook via this page. Although the site is a tad graphics intensive, it is




**Do Minis fit in with the rest of this automotive company? If you own one, you'll definitely agree.**




**OK, so your chances of actually owning a Ferrari are slim, but at least you can now take a look at the excellent Web site.**

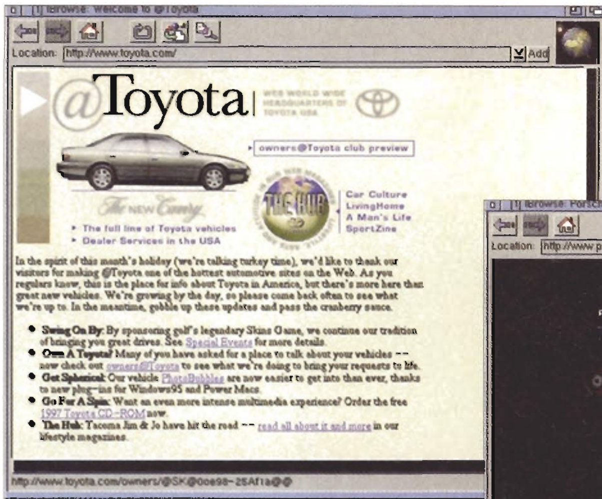
definitely worth the wait downloading the professionally produced pictures of Ferrari's wonderful cars.

## FORD

Although this homepage is aimed squarely at the American home market, it is very nicely and professionally produced and definitely worth looking at (if you're thinking of setting up your own Web pages, taking a few styling cues from this site might be a good idea).

The history of Ford, their commitment to green issues and what Ford are up to around the world, are well worth checking out. If you want to see what one of the world's largest car manufacturers is capable of when they turn their attention to Web page design, check them out at:

**http://www.ford.com**




Japanese manufacturers are every bit as committed to a high profile Web presence as the Americans, as this Toyota site shows.

## TOYOTA

This is another US based site which I've included because, like the Ford site, the Toyota homepage is very nicely produced indeed. Again, much of the information here is not strictly relevant to a UK audience, but there is some overlap on model information, and sections on some of Toyota's operations in the rest of the world. The relevant URL is:

**http://www.toyota.com**




The Porsche homepage is as slick as you'd expect it to be – just a pity they've aimed it so squarely at PC users.

## PORSCHE

Although there are quite a few sites on the Web dedicated to Porsche's of one form or another, Porsche GB'S homepage is the most slickly produced. Unfortunately, although there is quite a bit of useful information here, the site is currently mostly geared up to letting you download and run "The World's first interactive Advert and software utility program". Predictably, if disappointingly, the software is designed to run on a PC via a Netscape plugin. Oh well – so Porsche GB think Amiga owners can't afford a new Boxster, eh? OK, so they're probably right, but it would be nice to have the option to take a look at the thing. If you're a die-hard Porsche fan and can forgive them their PC bias, check out this admittedly well designed site at:

**http://www.porsche.co.uk**

## DUCATI

I thought I'd fool you all here by sticking a bike in amongst all these cars. In some ways, Ducati are the Ferrari of the bike world – hugely expensive and exotic Italian dream machines. In other ways, they are quite different (and I don't mean the fact that they only have two wheels). For a start, Ducati are currently doing much better than Ferrari in their equivalent race series (the World SuperBike championship). Secondly, I'd really really like one – although the chances of this happening are considerably greater than my owning a Ferrari.

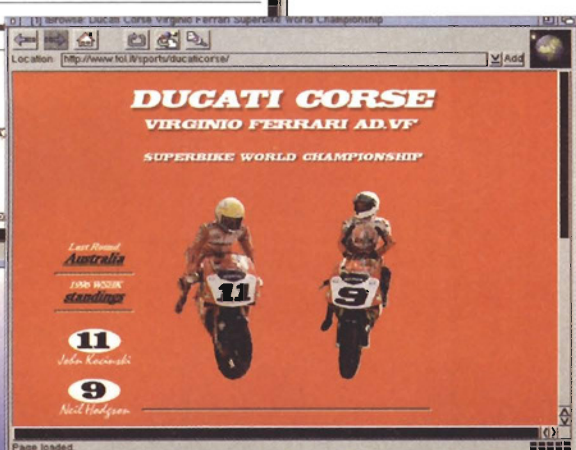
Thirdly, they don't have an official Web presence, and although there are quite a few pages dedicated, none of them come anywhere close to the Ferrari site in terms of presentation. Most of the sites have a wealth of Ducati information however, so if you're a fan or an owner (damn you) then check out one of these sites:

**http://www.cowin-tech.com/ducati**

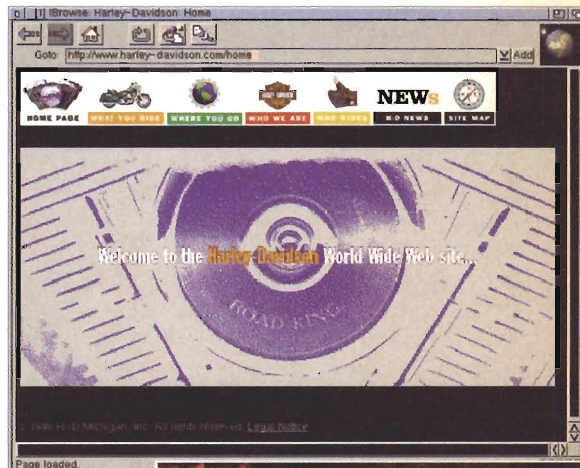
**http://www.tol.it/sports/ducaticorse**



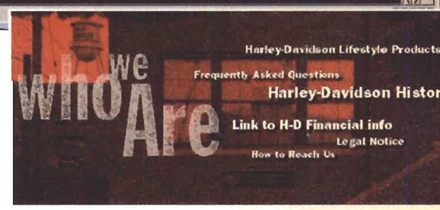

Unlike the actual bikes, this Ducati site isn't much to look at, but there are a wealth of articles and links.




Some more Ducati information here, this time aimed at racing fans.




Whether you love them or hate them...




...the Harley Davidson homepage is certainly impressive.

## HARLEY DAVIDSON

We'll finish on the homepage belonging to another bike – this time the American's favourite. Not everyone likes Harleys, but those that do love them with a passion. I personally don't like the things, but it can't be denied that their official homepage is own of the nicest sites on the Net. The site is arranged in a very intuitive to use way, and there are loads of lovely Harley images. If you want to check it out, the URL you need is:

**http://www.harley-davidson.com/home**

Finally, an apology for the use of the appalling "Information Superhighway" analogy at the very start of this article. It was a momentary aberration, and I promise that it will never happen again.

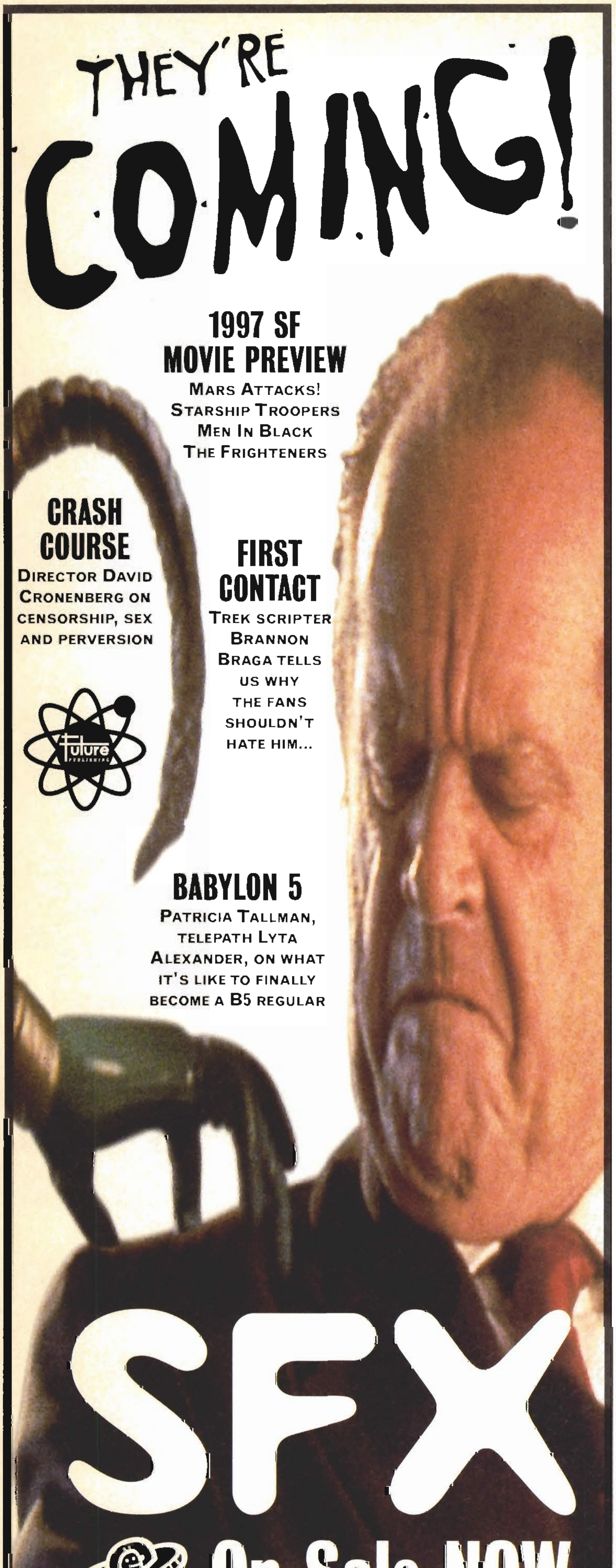

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Director David Cronenberg on censorship, sex and perversion
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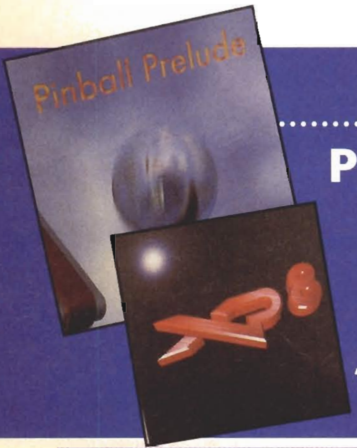

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*IMPORTANT: PLEASE QUOTE REFERENCE NO. AMFP702 WHEN TELEPHONING OR EMAILING YOUR ORDER

## FREE COMPILATION DISC!

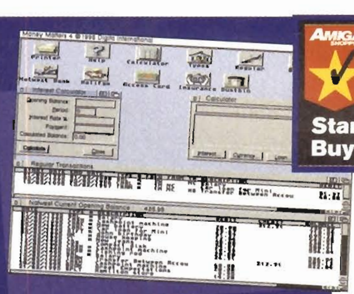


The CD compilation disc features *Money Matters 4, Wordworth 5, Organiser 2* and *Datastore 2*. All have a RRP of £49.99 so you're getting a great deal!

### ● MONEY MATTERS 4

**Amiga Shopper 90%**

Keeping track of all your finances is easy with *Money Matters 4*. Winner of *Amiga Shopper*'s Star Buy award.

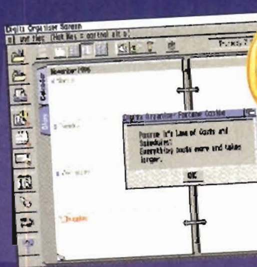


Amiga Shopper Star Buy

### ● ORGANISER 2

**Amiga Format 92%**

Described as the best Amiga PIM available, *Organiser 2* won an *Amiga Format* Gold award. With its simple interface and loads of clever features you'll have no excuse for ever forgetting anything again.

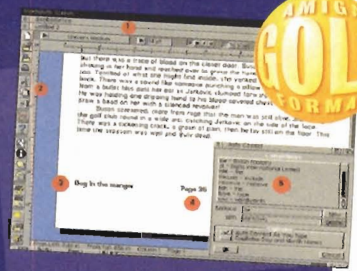


Amiga Format Gold

### ● WORDWORTH 5

**Amiga Format 92%**

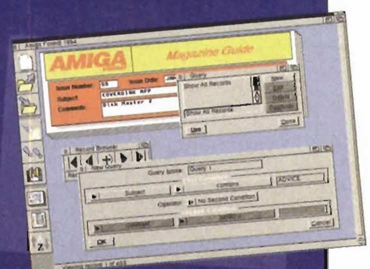
Hailed as "another Digita triumph" by *Amiga Format* back in April of last year, *Wordworth 5* offers versatile word processing that integrates easily with the whole family of Digita software.



Amiga Format Gold

### ● DATASTORE 2

Catalogue your video collection or use *Datastore* to generate a database for your business. Link to *Wordworth* to produce your business correspondence. Storing information has never been easier.




* This CD requires WB 2/3, 3Mb RAM a hard drive and a CD-ROM drive.

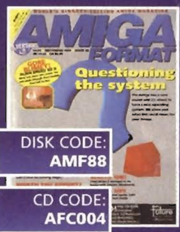
Treat yourself to a back issue of *Amiga Format*. It costs just **£5** for a back issue complete with Coverdisks or **£5.50** for the CD version.

# Back Issues




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CD CODE: AFC003

**Coverdisks:**
An exclusive version of the excellent font creator *TypeSmith* plus *Toyland Capers* and *Charlie Chimp.*




DISK CODE: AMF88
CD CODE: AFC004

**Coverdisks:**
The great animation package *X-DVE,* plus *Boulderdash* clone *Herman* and *Kumquat.*




DISK CODE: AMF89
CD CODE: AFC005

**Coverdisks:**
Create your own personalised fonts with *Font Machine.* Plus *R3: The Art of Rocketry.*




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# AF CREATIVE



Nick Veitch

**W**ell, the creative section of the mag is packed full with step-by-step guides to getting the most out of your Amiga – whatever your specialist interest. **Paul Overaa** begins a brand new tutorial which shows how ARexx can be used to help manage a web site. **Jason Jordache** continues disseminating his vast knowledge about the computer graphics industry and **Darren Irvine** takes his first tentative steps on the road to creating a tune. We've also come to the end of our extensive Blitz tutorial. Led by **John Kennedy**, the tutorials have been hugely popular and hopefully, they've been a great help. Remember, if there's anything you want to see in this section of the magazine then let us know. We aim to please.

## SEND IT IN!

We need your input. Is there something that you would like to see covered in one of the current tutorial series? Why not send your suggestion to us at the magazine. Here are some things you might like to think about:

### AREXX

Commodore's excellent decision to include ARexx with Workbench was only matched by their stupidity in not documenting it properly. If you are having trouble why not write to us with a description of what you are trying to do?

### PAINT PACKAGES

Unsure of how to get a particular effect? Do you think there must be an easier way? Our experts could help.

### REAL 3D2

Is their some basic model you would like to create but don't know how to? Mr. Sandiford is master of the splines.

Contact us at:
*AF* Creative, 30 Monmouth Street, Bath, BA1 2BW
Or email: amformat@futurenet.co.uk putting "Creative" in the subject line.

Advanced ARexx Coding

TUTORIAL

CHAPTER THREE

# Advanced ARexx Coding

## Web Spinning The ARexx Way Part One

**Paul Overaa begins a two-part tutorial that deals with a novel approach to Web site management...**

Web sites, by their very nature, are menu driven. The ease with which you can move to and from topics of interest will, to a greater or lesser extent, determine how favourably visitors view your site. If you only have three or four pages then you're unlikely to have difficulties in creating suitable menu links. But as new topics suggest themselves, and your site grows, it is harder to ensure that the right links are present. In short there'll always be a lot of links to maintain.

Most page editing software is not site-oriented. Whilst an editing package may make it easy to insert appropriate HTML tags into a given page, chances are it'll provide no help as far as overall site menu structuring issues are concerned. When large numbers of page links are involved, it is these latter site structure issues that become important. In fact creating anything other than small sites using the conventional 'one page at a time' approach is hard enough and maintaining the site can easily become a nightmare. This applies whether you are using a Web page editor or creating your pages by using a text editor and manually inserting tags. And this is just the easy stuff! When you then add little extras such as date stamped pages, an alphabetically ordered index to enable regular visitors to go directly to a known topic, perhaps another index sorted into date order – all of a sudden, Web site development and management becomes a major undertaking.

One way of reducing this workload is to use the computer to do all the work. There's no reason, given a suitable definition of the menu arrangements that you want, why your Amiga could not generate template Web pages containing dummy headings, and the required forward and backward pointing menu page links, automatically. A skeleton site would leave you to fill in suitable details on those pages that would hold the real information. One immediate benefit would be that, with your Amiga inserting those menu links, you eliminate the chance of link tag errors. But why stop there – if say page titles were also defined then these could be read as the pages were being created and used in the displayed menus rather than just having dummy page references. Similarly any text required for particular pages could be provided in external files and these too could incorporated as the skeleton pages were generated.

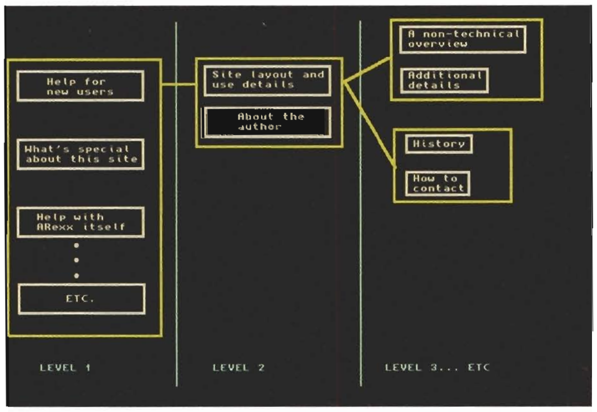
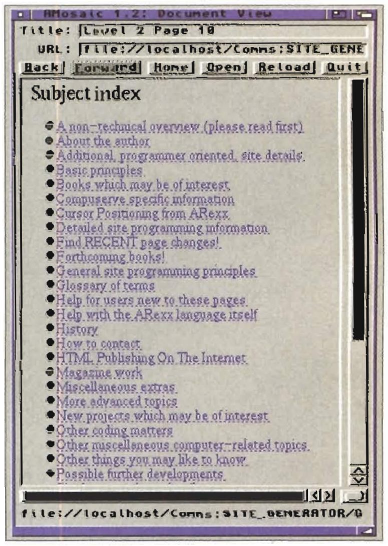



**FIGURE 1: A typical menu arrangement shown in diagrammatic form**

### LISTING 1

```
MakeName: Procedure
parse arg level,page,ext
if Length(level)=1 then
level='0'||level
if Length(page)=1 then
page='0'||page
return
'L'||level||'P'||page||'.'||ext
```

The benefits of adopting an approach like this would be significant, but can it be done? The answer here is an emphatic yes and these tutorials will not only explain the underlying ideas and code required, but will also point you in the direction of a project test site which proves that these ideas really do work. Believe it or not the site generation code itself has been written using ARexx and, whilst we still have quite a long road to follow explanation-wise, the preliminary topics outlined this month illustrate quite clearly why ARexx was chosen as the prototype development language...




**Site indices like this are a nightmare to produce unless the job can be automated!**

### THE AREXX CONNECTION

Take a look at **Figure 1**. It represents part of a general menu description where a selection from a main page leads to either a page of interest or further lower-level menus which again finally lead to terminal pages containing real information. This hierarchical, tree based, arrangement is similar to the AmigaDOS filing system.

## LISTING 2

```
n.0=4          /* 4 levels */

n.1.1=10       /* this root page has ten descendant pages */
               /* in other words this page has ten menu options */

n.2.1=2        /* first page at second level has two descendant pages */
               /* ie two menu options for this page! */

n.2.2=2        /* second page at second level also has two descendants */
               /* so again – two menu options for this page! */
.
.
etc.
```

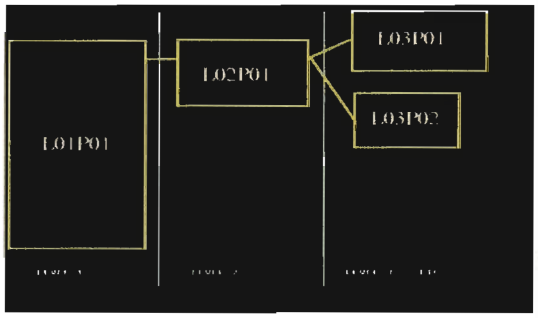


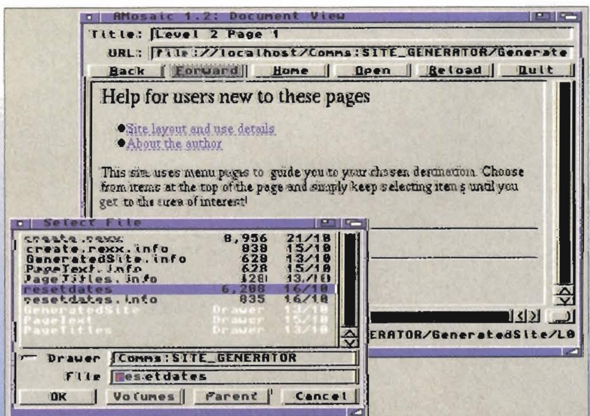

FIGURE 2: Life becomes simpler if each page in the menu tree is given a systematic name!

In the case of Web site menus of course it is Web pages, rather than directories and sub-directories, that are being traversed but the underlying principles are pretty much the same, whatever the application!

In order to automatically create a site we need to be able to generate all the pages associated with a given menu tree definition. This means that a scheme is needed which allows us to algorithmically give each page a unique name. A simple level/page based approach is sufficient so that a reference in the form LxPy identifies page y at level x. Using this scheme the highest level menu page reference for example might be called L01P01, those at the second level L02P01, L02P02, L02P03... and so on (**Figure 2** shows the top of the menu fragment of **Figure 1** described in these systematic names).

## LISTING 3

```
CountNodes: Procedure expose n.
parse arg level
level=level-1; count=0; i=1
do while n.level.i~=-1
     count=count+n.level.i
     i=i+1
end
if count=0 then count=1
return count
```




You might not think that Web sites and AmigaDOS directory layouts have much in common but both are classic examples of tree structures!

To turn such references into real file names all that's needed is a suitable convention – generated pages can be given a filename extension of '.htm', files holding the page titles could have a '.title' extension, whilst those holding any associated page text could be given a '.txt' extension. The files associated with the menu node L01P01 for example would be L01P01.htm, L01P01.title and L01P01.txt. The important point now is the ease with which these names can be produced. Take a look at the MakeName() function shown in **Listing 1** – by specifying the level and page numbers all file references related to that chosen page to be generated like this...

```
page_name=MakeName(level, node,'htm')
page_title=MakeName(level, node,'title')
page_text=MakeName(level, node,'txt')
```

That takes care of generating the filenames associated with particular Web pages but how do we decide which pages are to be generated in the first place? Diagrams such as that shown in **Figure 1** are not suitable – we need some sort of 'machine readable' menu definition and ARexx compound variables are custom made for this application. By using an n.x.y=z type compound variable, where x represents the level in the menu tree, y represents the number of pages present at that level, and z represents the number of descendants which that page node has, it's easy to describe any given site structure using the sort of statements shown in **Listing 2**.

With such a definition in place, and the node counting routine shown in **Listing 3** (which allows the total number of pages needed at any required level to be determined), framework pages for a complete site can in fact be generated using the loop shown in **Listing 4**.

This effectively carries out a level-by-level search of the menu tree passing details of the level and page numbers etc., to a GeneratePage() routine. Each time this latter routine is invoked it identifies the files involved using the MakeName() routine mentioned earlier and then creates the Web page using either the appropriate title and text support files (if they exist) or by inserting default page references to remind you what's missing content-wise in the final generated site pages.

## LISTING 4

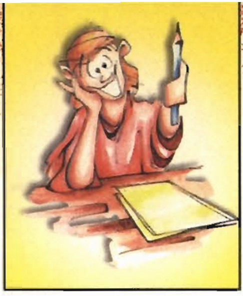
```
do level = 1 to n.0
   page_start=0
   say CountNodes(level) 'pages at level' level
   do node=1 to CountNodes(level)
      entries=n.level.node
      call GeneratePage(level,node,page_start,entries)
      page_start=page_start+entries
   end
end
```

## COMING SOON...

Well that covers the general ideas but there's more to it than just the filename conventions and code mentioned so far. The GeneratePage() routine provides much of the magic and next month I'll be dealing with this in detail. In the meantime a generated test site can be viewed by pointing your browser at... **http://ourworld.compuserve.com/homepages/pauloveraa**

Those of you without a Web connection can use any browser in local mode to view a cut down version of the site that has been placed on the Coverdisk (start by selecting file L01P01.htm as the initial page). Bear in mind that an essential requirement of any prototype project is to keep things simple – I've concentrated solely on menu structure and page link issues so please don't expect fancy graphics or any other HTML bells & whistles.

Don't get disheartened though – even at this stage the test site should give you some indication of the direction we're going in, along with help on other ARexx-related topics you should find interesting!

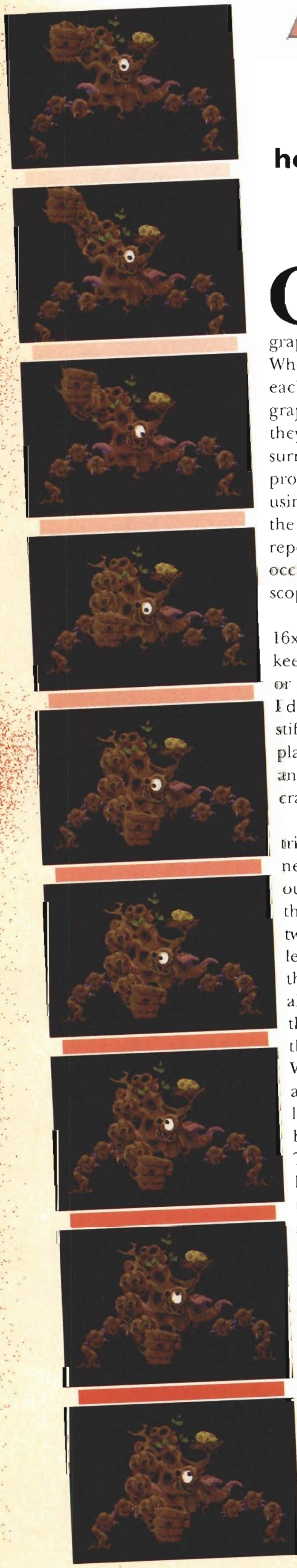


CHAPTER TWO



# Drawing a Wage

**More tips from Jason Jordache on how to succeed in the games industry.**



Overhead car racing games like *Turbo Trax* are typically made up of blocks of graphics measuring 16x16 pixels. When these blocks are laid next to each other to create background graphics the miniature cars race over, they connect seamlessly with surrounding graphics. You've probably noticed games in general using a similar block technique where the backgrounds can be seen to repeat themselves. It saves time and occupies less space so there's greater scope to fit other things into memory.

You're by no means limited to 16x16 pixels, they can be any size, but keep them in easy to handle squares or rectangles conforming to one size. I didn't and regret it. Don't get stifled by the intricacies of rigid plans, they're just mock-up screens and it's best at this stage to avoid cramping your style.

Making joinable blocks is a case of trial and error, laying out the tiles next to each other, rubbing them out, editing pixels and relaying till the sides match up. One tip is to lay two of the same block side by side leaving a pixel gap in between. Edit that side of each tile which lies along the pixel gap, which means the right edge of the left tile and the left edge of the right hand tile. When they begin to match, pick up as a brush, say, the right half of the left tile and paste it over the *right* hand side of the tile to the right. Try this in *DPaint* and you'll see how the tile on the right becomes the tile you keep for reediting. You soon get the hang of it, a method I used for a couple of the pics you saw last month.

## YELLOW SPOTTED EGG

Next in my pad came the idea of a massive, almost full screen sprite of a tree, a face and a yellow spotted egg. In order to save on disk space I kept the background black and animation frames as low as possible, just enough to manage a smoothly looping anim. Not everyone wants involvement with fiddly 16x16 blocks. The beast pictured below illustrates another method of letting out your imagination. You can create effective animations without going into perfecting the fluid transition from one frame to another, like the movements of a cartoon.

As with the tree the beast is made from individual blocks of graphics. There are three ribs for example, forming three separate drawn images in themselves. Each finger can be moved, even rotated by using any paint programs' rotate function with anti-aliasing set to high for a better finish.

Only in the animation would they all be overlaid, with all the shapes on a spare screen or two. Having created an animation with a dozen or so frames on the main working screen these body parts can be grabbed and placed down appropriately on frame 1. If you move to frame 2 and repeat the process, moving the parts slightly from how they appear in the first frame, this will produce movement when played as an animation.

## GROUND WORK

**A little ground work spending part of an afternoon phoning round the software houses will give you a better feel for what's out there. You may want to ask what the wages are like? Is it all in-house or do they freelance out? Are they currently taking on new artists? What's the name of the person you can send graphics to? Do they accept Amiga disks or should they be PC? what sort of graphics are they most interested in?**

**While some find themselves relaxed and confident on the phone, it's not so easy for others. If you're one of those whose heart quickens as soon as you've decided to call; you dial, they pick up and you start speaking too fast or can't think of anything to say – that's not unusual. Practice makes it easier.**

**Write down the main points you wish to ask, keywords as opposed to whole sentences and take some deep breaths before calling.**



A more recent pic. Fine as a static screen, when animated such a beast transcends the dogma of sprite, with powerful thrusting ribs, menacing claw and firing with its secret weapon.

# Music-X

## CONTENTS



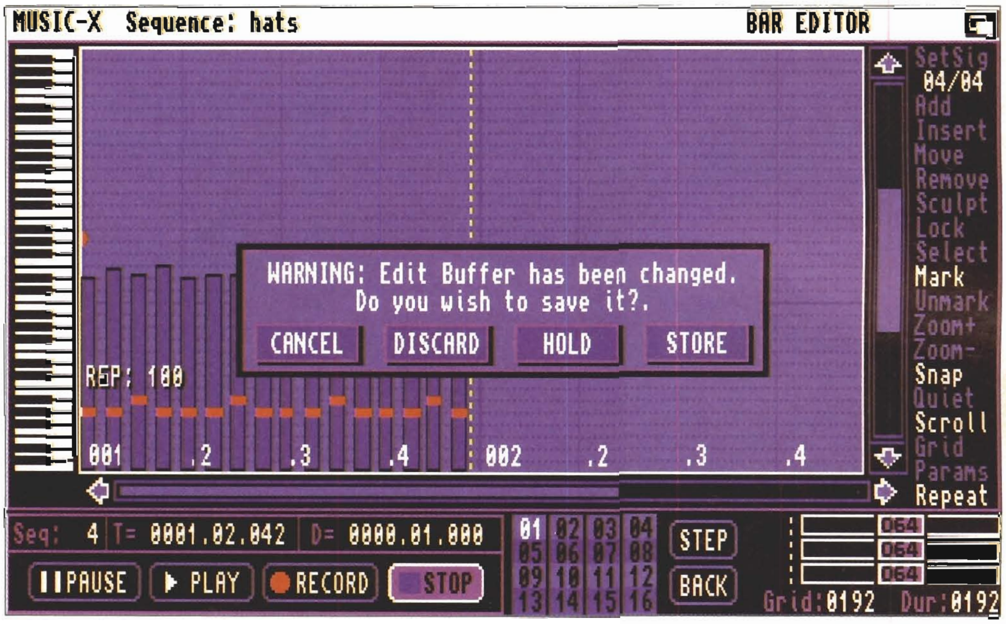
**Darren Irvine explains how to tinker about with Play Sequences in *Music-X* and assemble them into a song.**

Last month we took a look at the basics. How to record a single Play sequence, and using the quantisation option to tidy up the placement of the individual notes. Now we'll see how you can use some of the other menu options in the Edit screen to further refine your recorded Play Sequence, and also how to go about starting to assemble a number of Play Sequences into a song.

### SCALING VELOCITY

Note velocity can be altered in a similar way to quantisation. This time though, if you only want to scale some of the notes, you must Mark, rather than Select them. When using Mark you don't draw a box, but actually highlight the whole vertical section of the edit window. Click just before the first desired note, and drag until just after the last. All the marked events will be highlighted in a nasty pink. Again, if you make a mistake click on UnMark and start again.

"Scale Velocities" is found on the Tools pull-down menu. You are offered the choice of scaling the entire sequence, or just the marked events – you choose. Two slider gadgets select the percentage of scaling at the start and end of the sequence. To just alter the volume of the sequence, these should be the same, with percentages less than 100 decreasing the velocities, and obviously percentages greater than 100 increasing them. You can also create crescendo and diminuendo effects by making the End scaling greater or less than the Start scaling.



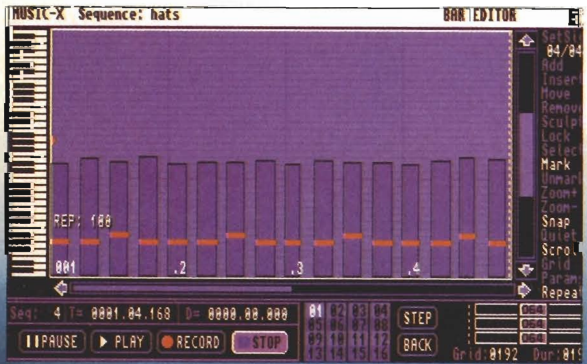

**CANCEL will remove the requester, STORE will make the changes and return to the main screen, DISCARD will forget all the changes and HOLD will put them somewhere temporarily.**

### SETTING REPEATS

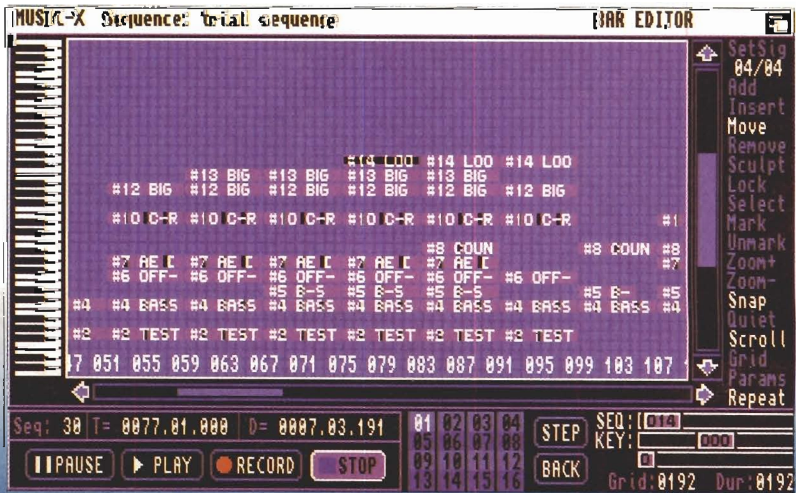
For the purpose of jamming along with your sequences while you think up some more, it's easiest to put in a repeat marker at the end of each sequence so that they all play over and over at the same time. You can then take out the Repeats when you come to arrange the final song.

To add a repeat, click on Move and drag the marker so that it is exactly on the end of the sequence. Then click on Add, and then Set Repeats from the pop-up menu. When you next click anywhere in the editing window a REP:1 marker will appear.

You can drag this marker whilst still holding down the mouse button. Now one of the slider gadgets in the bottom right hand corner of the screen will change to REP. Drag this until you have a decent number of repeats, say fifty.




**Good control over the volume is very important. Try using the random button to add life to otherwise drab hi-hat sequences.**




**A finished song is a list of play sequences. Here the ever-important bongos are being added.**

## STORING YOUR EDITED SEQUENCE

Now that you have quantised, velocity scaled, and generally tinkered about with your sequence, select EXIT from the first pull-down menu. Then select STORE from the requester that pops up. Now when you click on PLAY, your perfectly formed sequence will play back, repeating ad nauseam (or at least the number of times you specified in Set Repeats).

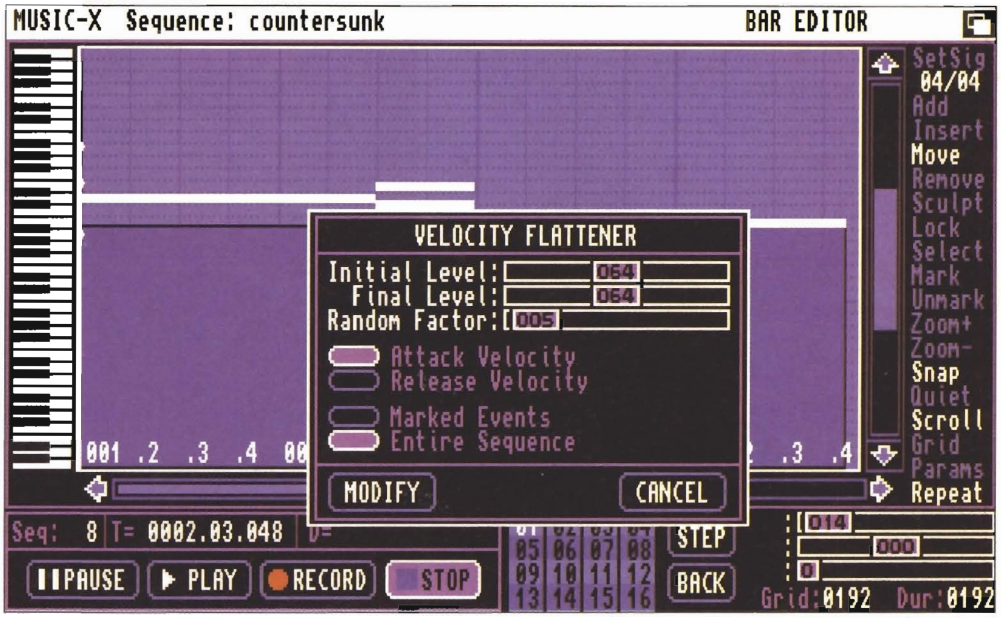
Repeat steps one to six, until you have recorded all the tracks you need for your song. You will notice that when you record subsequent tracks, the previous ones play along. This is particularly useful for composing melodies on the fly, but if you find it too much (or need to play a sequence in a different key for example), click on the timing part of the sequences display line (this will probably contain something like 0000), until it displays "Off". To turn it back on, simply click on the same place again.

## CREATING A SONG

Once you have all your sequences recorded and edited to your satisfaction, you can set about turning them into a song. Go through each sequence and remove the repeat markers using Remove.

Next, pick an empty Play Sequence, and EDIT it. This will be your master control sequence. Use Grid to select whole notes (the biggest ones), so that it is easy to line up your Play Sequences. When you get more proficient, you can start to be a bit more daring with timings.

Hit Add, then Play Sequence, and then OK. You are now ready to start piecing together your track. Click on the area of the edit window where you wish to add the sequence. The vertical position determines which of the Play Sequences is added, with the first being at the bottom, and working up. *Music-X* is not always entirely accurate in this, but can sometimes produce unexpected and interesting results.




**If you have *Music-X* 2.0 you can use the Velocity Flattener function to simplify things still further.**

If the placement of the sequence is incorrect, or if it is the wrong sequence, click on Move and then on the sequence. Then use the cursor keys to move the sequence around. Holding down SHIFT whilst you use the cursor keys changes the length of the sequence by the length of the note selected in Grid.

Add as many play sequences as you need to make up your song. You can use the shifted cursor keys to make each one as long as you like, but in practice best results are obtained by ensuring no play sequence is longer than eight bars. If you want a sequence to play for longer than this (and of course with techno, most of your sequences will last the entire length of the song), just add two or more sequences consecutively. Any longer than eight bars seems to cause *Music-X* a bit of a problem and timing glitches can occur.

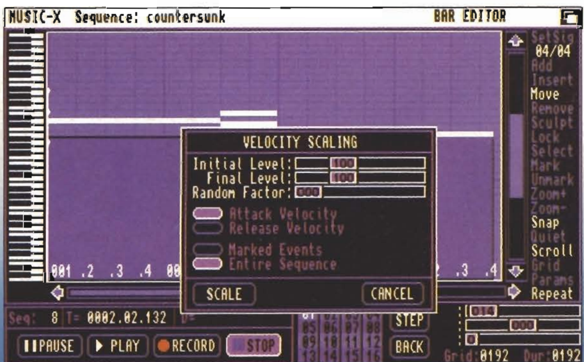
When you exit out from this Play Sequence, give it a name (like "Rough Mix 1"). You can create as many of these "Control Sequences" as you like, but it's probably a good idea to only play one of them back at a time unless you have a stupendous amount of polyphony available.

## SAVING YOUR WORK

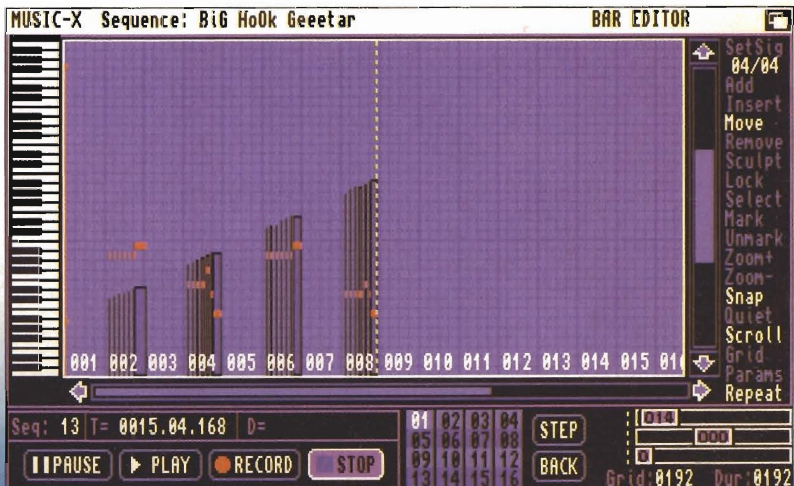
Save your song regularly – every half hour – *Music-X* is very stable but it is very easy to spend hours creating lots of Play Sequences, and editing them into a great song, and then forget to save the whole thing. Select "Save Performance" from the second pull-down menu, and click on OK to save all the parameters.

## NEXT MONTH

**We'll look at some of the tricks that can be achieved using *Music-X* including echo and cross-fading effects.**




**The Velocity Scaling requester can be used to even out the most dynamically played sequence.**




**You can use Velocity Scaling to produce fade-in style effects.**

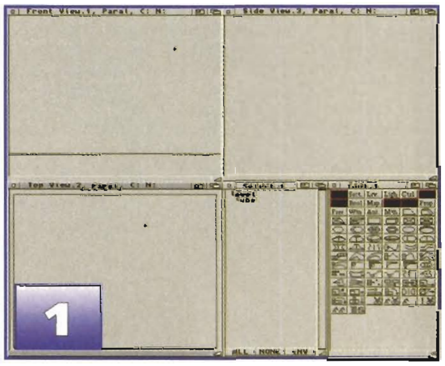
# Real 3D Version 2

**Graeme Sandiford** looks at lighting and rendering options in *Real 3D 2*.

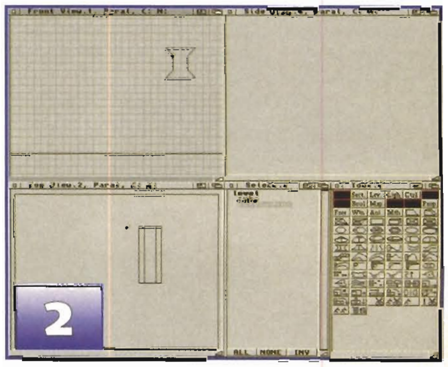
This is a fairly straightforward exercise and the first part of the tutorial, up to step 13, is pretty basic. It's designed to acquaint you with the tools you will need to use to get the image that you want. If you already have a scene setup you might want to skip it altogether. We'll be discovering how to add a light source and how to change its brightness levels in two different ways. You can also change the colour of a light-source in the same way as an object. We will also be looking at shadows and the way that lights affect a scene.

Some advanced features of the program's rendering engine will also be utilised. These include: Recursions – the depth of the calculations of reflected light and Light samples – the number of times the light from a light-source is sampled. These techniques are effective, but can also significantly increase rendering times.

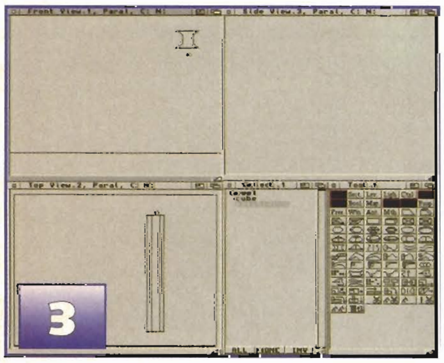
## LIGHT OPTIONS



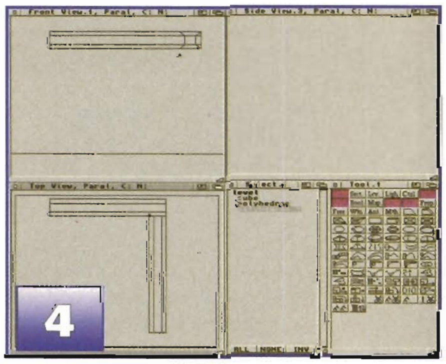
To create a ground object we'll need to select the Cube tool, go to the top view and draw a large rectangle. Next we're going to create a ruin of some sort – the remains of temple, portico or other ancient structure.



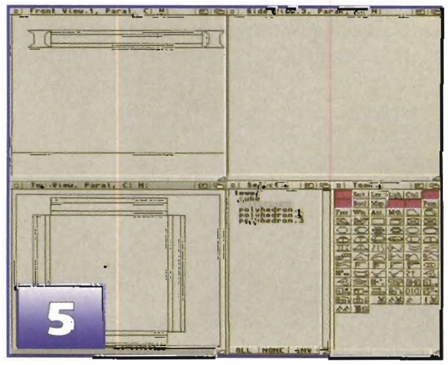
Go to the front view and a create a new grid, make it visible and adjust its size until it's quite fine. Select the Polyhedron tool and draw a shape similar to this – right-clicking when you have the shape you want.



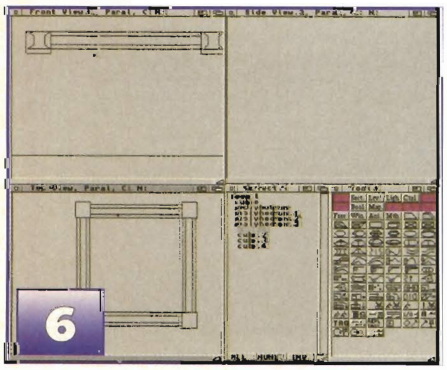
If you are unhappy with its proportions, this will serve as the architrave (the bit on top of the columns), turn the grid snap off and stretch until you are. Be sure to use the top view to make the architrave long and thin.



Select the architrave and duplicate it. Activate the rotate tool and rotate the copy by 90 degrees – by drag-selecting the top right corner then the bottom right and finally the top left to ensure the angle is right.



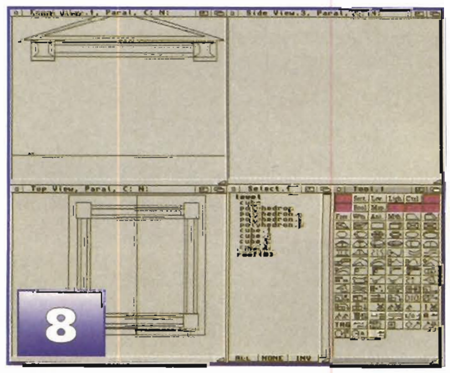
Duplicate the object and select the Mirror tool. Draw a line parallel with the object and click twice without moving the mouse. Do the same with the original and position the object so that you have a rough square.



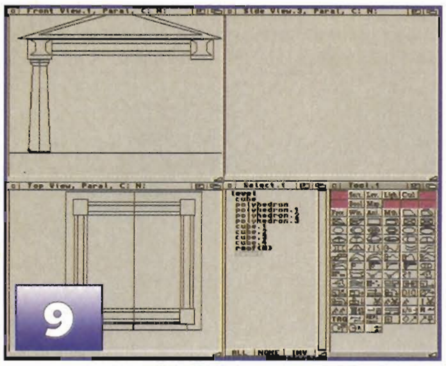
Now would be a good time to increase the size of the ground. Select the cube and go to the top view. Draw a cube just bigger than the width of an architrave, copy it three times and position one at each corner.



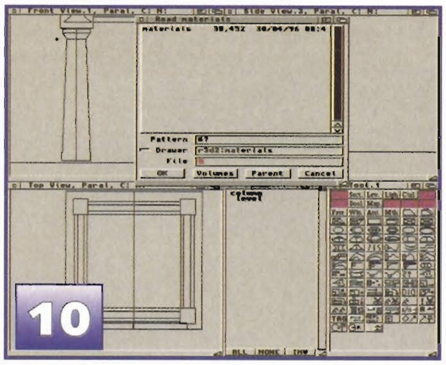
Now for the roof. Go to the front view. Draw a fairly flat triangle with the polyhedron tool (as shown in the grab). Duplicate it, make the copy slightly smaller and position them end-to-end and slightly overlapping.



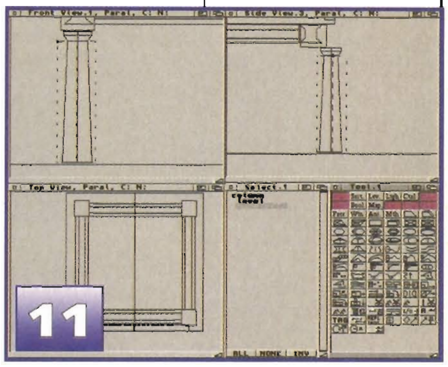
Select the first roof object, then copy and perform an AND NOT boolean on them. Now for the columns – some basic Greek Doric style ones will do. For this we will use the Lathe tool and go to the front view.



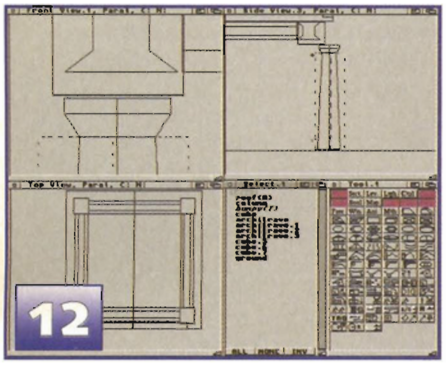

Remember this tool has two line modes straight and curved to get a curved line right-click once and to finish right-click twice. Draw a line to define the length, then a vertical line, a curve and then a long diagonal.



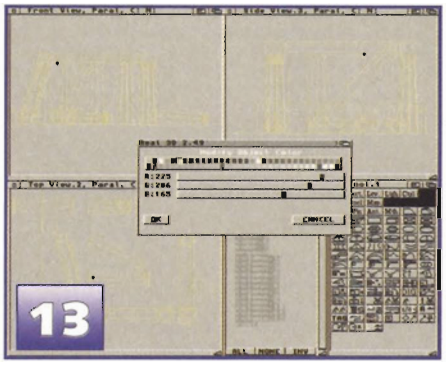

Create a new Level called column and cut and paste the column under it. Load the default Materials using the menu Project/Materials/Insert to load the file R3D2: Materials/materials. Open the Materials window.



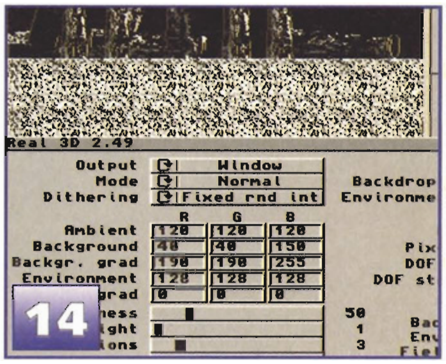

Load in the Marble material, click off Y-tiling, click Exclusive on and the changes you've made. Select the menu Create/Mapping/Cylinder and define a circle in the top view. Stretch and move it so it looks like this.



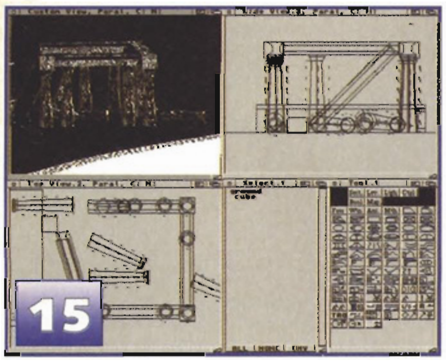

Create a parallel mapping (at the top) with the default material bumpy. Draw a small square in the front view. The texture should appear as a fine grain. Render and resize as necessary. Create levels for all the objects.



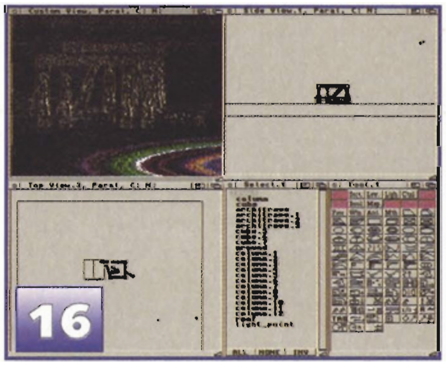

Paste copies of the bumpy mapping under all levels except the ground. Duplicate the column, place one under each cube and as many as you like elsewhere. Jumble objects at random and change their colour to beige.



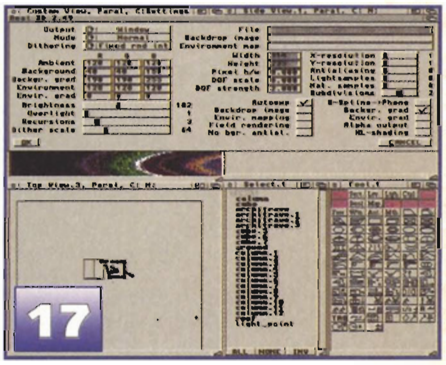

Press <right-Amiga><s> while in the front view to bring that window's Settings requester. To create a background that looks like sky try entering the values in the picture for Background and Backgr. Grad gadgets.



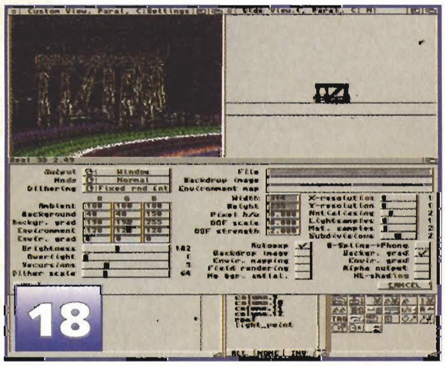

When rendered (accept the default lights for now) this should create a background that fades blue to a near-white blue. However much of the detail in the image is lost because the default lighting is a bit harsh.




To add some lights of your own go to the menu Create/Light-sources/Point. Position the light up and right and re-render. Shadows are smoother but the image is too dark. Go to the menu Modify/Properties/Lighting attrib.




Increase the light's brightness and render again. If it's still too dark go back to the Settings requester and increase the Brightness slider there – this will increase the effectiveness of all the light-sources in the scene.




Another alternative is to increase the Ambient value which will also soften the shadows. If you're going for close atmospheric shots try placing a weak beige light-source on the ground to fake radiosity. Lightsamples of 1 and Recursions of 5.



There you go. Just look at those atmospheric shadows.

CHAPTER SIX

# It's Bath Time

**Ben Vost is nearing the end with his multimedia tutorial. Here he explains the differences between the various packages you can use for your production.**

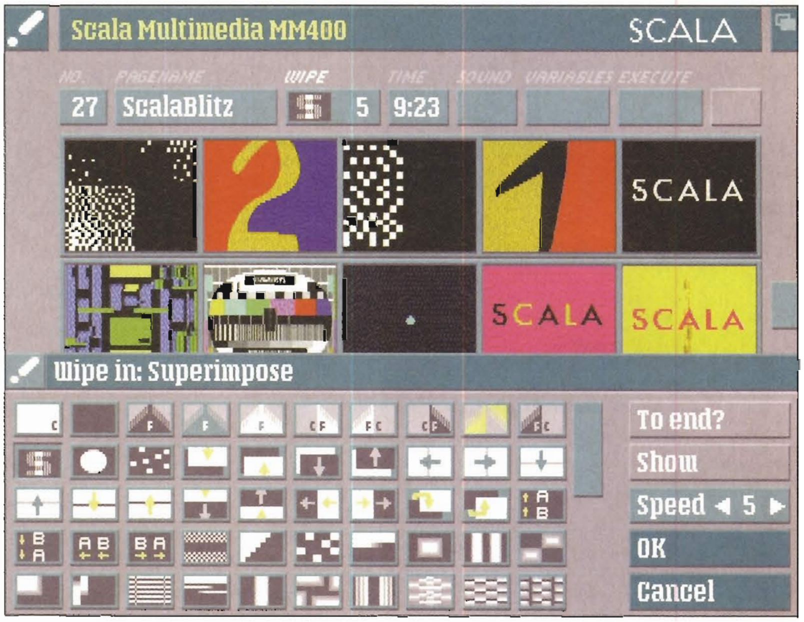
## CONTENTS



We've got all the pictures, sounds, music, text and effects we need for our mammoth multimedia production. Now all we need do is put it all together. So first of all we reach for *Scala*... woah there! Hold your horses. It may just be that *Scala* isn't actually the right package to put your stuff together.

For one thing, unless you want to pay for heaps of *Scala* dongles, distributing a *Scala* presentation can be a bit tricky and expensive. Also, *Scala* doesn't support any animation format other than ANIM – makes things a bit difficult if you intend incorporating your *X-DVE* effects in your presentation, n'est-ce pas?

**"Scala is the Grandaddy of Amiga multimedia programs... with its super-smooth scrolling and text effects."**




*Scala* is the package everyone thinks of but is it the right tool for the job?

## SUITABLE SOFTWARE

The software choice for the Amiga when it comes to creating multimedia productions is actually quite extensive, although some titles might be harder to find than others.

### SCALA MM400

Scala UK 01920 484811

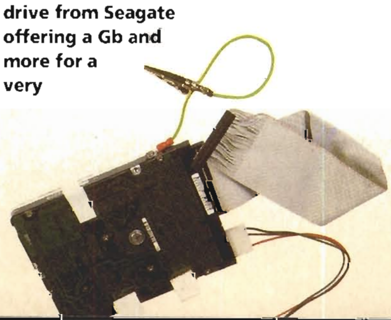
*Scala* is the Grandaddy of Amiga multimedia programs. Originally conceived as a distributed POI (Point Of Information) system for hotels and shopping centres *Scala* became the videographer's friend with its super-smooth scrolling and text effects.

The current incarnation is still stuck on the native Amiga chipset but although earlier versions were not very format-friendly, the current release not only supports Amiga file formats but also GIF, PCX and WAV and so on. An obvious and beneficial side effect of concentrating more on PC development.

*Scala MM400* is also able to use datatypes which makes it easier for applications that will sit on one machine, but slightly more work for distribution if it becomes necessary to ensure that each machine the presentation is supposed to be played on has the necessary datatypes.

## HANDY HARDWARE

If you're going to be creating this huge presentation, you'll need massive storage. If you have an A1200 you might consider EyeTech's Instant Drive. It's a low-profile, high capacity IDE drive from Seagate offering a Gb and more for a very reasonable price. It's easy to fit and comes pre-set up with a variety of software.



If you're going to distribute your production to a large audience, you might consider CD-ROM. If so, you'll need a CD-ROM burner and models from Hewlett Packard, Mitsumi, Sony and Hitachi will be ideal for your needs. Don't forget that you will also need software to be able to use them and a suitably pokey machine. Choices for

## HOW DO THEY MEASURE UP?

**We can break down the component parts of a presentation into the chapter headings we have used so far and try to measure up the various packages:**

| PACKAGE | PICS | ANIMS | TEXT | SOUND | A/V | DONGLE |
|---|---|---|---|---|---|---|
| Scala MM400 | YES | SORT OF | SORT OF | YES | NO | YES |
| MediaPoint | YES | SORT OF | SORT OF | YES | NO | NO |
| ImageVision | YES | YES | SORT OF | YES | SORT OF | NO |
| Media Magic | YES | ? | ? | YES | ? | NO |
| AmigaVision | SORT OF | SORT OF | SORT OF | YES | SORT OF | NO |
| CanDo | | YES | SORT OF | YES | YES | SORT OF |
| MME/MMEPro | YES | NO | YES | YES | NO | NO |

This table would seem to indicate that *CanDo* is the package of choice, but it will mean a lot of programming and using external programs to perform some of the functions I have indicated as being possible using *CanDo*, not a good idea if timing is paramount. The 'sort ofs' indicate where a package has some facility in the topic, but might not be able to handle it very well. As for the question marks for *Media Magic*, since we haven't yet seen a full version of the package, we can't say how well it performs in the areas we have marked with a question mark, but we can at least be certain that it has the ability to show pictures and play back sounds since it would be a pretty poor multimedia package that couldn't.

## AMIGAVISION
**No Source**

*AmigaVision* could have been really good. Commodore had a nifty title that might have been a killer app to help the Amiga along and what did they do? They released the somewhat naff version onto an unsuspecting public and never released *AmigaVision Professional* – a package that by all accounts blew most other similar software out of the water, no matter what the platform.

If you can find a copy of this program secondhand – it's available in two forms, a perfect bound softback book and disks, or as a folder – get it, but don't pay too much. It's worth having a look at but no more.

## WORLD WIDE WEB

So, first things first, for real, we make careful note of the capabilities of our multimedia package, we decide how we are going to present our production to a wider audience and we look at our method of delivery. One method we haven't discussed very much since the start of these tutorials is the World Wide Web.

**"The main advantage is that you can view HTML pages on almost any computer and they'll look pretty similar."**

HTML isn't the ideal way of showing off fast-moving graphics and animations, and it isn't ideally suited to playing back sound, unless you aren't aiming to use an Amiga to look at the work (but, of course, we are). However, HTML does have several advantages.

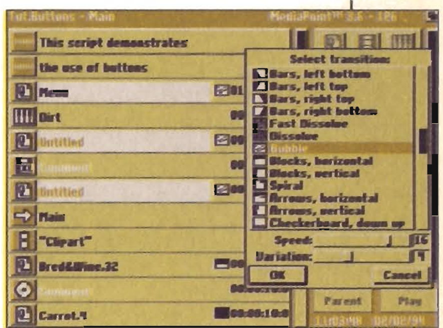
The main advantage is that you can view HTML pages on almost any computer and they'll look pretty similar. If your project is to be distributed on CD-ROM, it may well be

**Continued overleaf ➡**

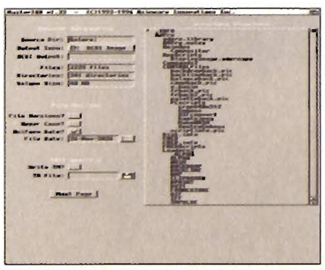
## MEDIAPOINT
**Activa INTL 00131 20 291 1914**

*MediaPoint* looked like it might be a worthy adversary for *Scala* in the battle for king of the multimedia packages but it seems to have disappeared from view, notwithstanding its excellent ability to scale images on the fly, have parallel branches as well as serial ones and the fact that it didn't require the user to stuff up a joystick port with a dongle. In fact it had several other advantages over *Scala*, not least of which was its lower cost and, while it didn't come with the range of backdrops and fonts that graced *Scala*'s package, it did have a huge range of very useful ISO 9000 symbols, you know the sort of universal icons for telephones, toilets, airports and so on – ideal for a distributed package.

If you can find a copy of this now, it would be well worth your while attempting to plumb a few of its depths, especially if you can pick it up cheap. It's not as easy to get to grips with as *Scala*, but your perseverance will be well rewarded.




software include *MasterISO* from Blittersoft and *MakeCD* from Meeting Pearls guru Angela Schmidt. Your machine should have a fair amount of RAM (for buffers), a fast processor and a hard drive large enough to be able to cope with your project and a file the same size (for the ISO image).



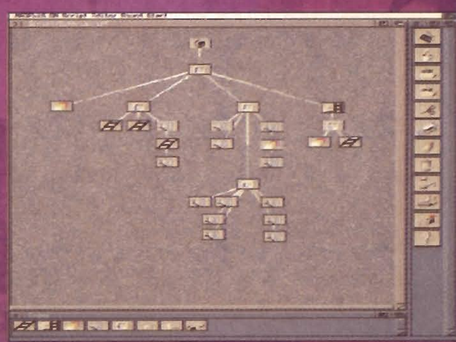
If you get a CD burner, you'll need some software to drive it. What about *MasterISO*?

## IMAGEVISION
**Blittersoft 01908 261466**

Blittersoft's signing of this impressive Swedish product occurred last year amid huge hype, and to a certain extent, *ImageVision* lives up to the praises heaped on it, particularly if you don't need masses of different transition effects. It's user interface is quite different to either of the two packages we have already mentioned, preferring a tree structure rather than the simple list relied on by *Scala* and *MediaPoint*. If you have ever used *Deluxe Video III*, you'll be slightly more familiar with the way *ImageVision* works, in a hierarchy, but it's still different to that old hoary beast too.

*ImageVision* doesn't bring that much that is new to the genre, with one startling exception. *ImageVision* is the only package listed here that has the ability to play an animation that is smaller than screen size in a window on a static screen. This alone makes it ideal for our purposes if we are to have video footage playing alongside a text piece describing the action.

However, the image that the animation is played within must be static so you can't have a nice scrollbar to move through the text. All the same, it is a feature to keep one's eye on.



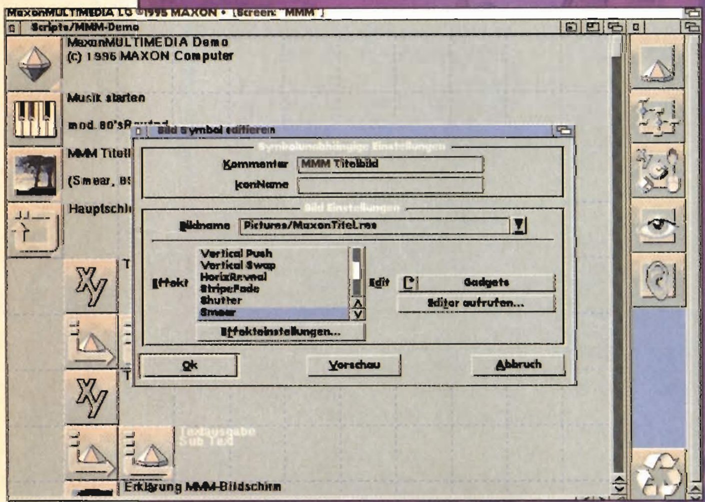
## MEDIA MAGIC

**HiSoft 01525 718181**

**HiSoft's new entry into this field is so new that we haven't even had a proper look at it yet. All we know is what it says in the brochure and how much it costs, but it does purport to support graphics cards, the only package to do so other than *CanDo*.**

**Here's a list of the features included:**

- **Compatible with graphics cards**
- **local and global variables for use in scripts**
- **drag and drop editing of scripts**
- ***Media Magic* will convert 24-bit ILBM images on the fly maintaining the highest possible quality no matter what the destination playback machine's capabilities**
- ***Media Magic* can be used for business charting**
- ***Media Magic* supports all the most popular module and animation formats for ease of use**




## MMEXPERIENCE AND MMEXPERIENCE PRO

**Eyetech 01642 713185**

**Both these packages have their roots in Optonica's well-known (to Amiga CD developers anyway) Interplay package. They both use a non-standard interface that might prove somewhat confusing to beginners or people used to dealing with the simple elegance that *Scala* provides and neither offers any form of true text display – if you want to have a title sweep onto the screen you have to provide *MME* with a brush. However, *MME* is unique among the presentation programs in that it is designed for CD creation and also offers indexing features, something that *Scala, MediaPoint* and *ImageVision* don't do, and which may well be extremely useful if you are going to catalogue a lot of material which might be hard for the user to sort through manually. Somewhat oddly, both packages force the creator to sort all her data in a very rigid directory structure which, while making it easier to move the presentation onto a different medium, can make for very big directories. Both *MME* and *MME Pro* are reasonably priced and offer dongle free standalone players for their scripts.**

⬅ worth making it in HTML since you can then supply a variety of browsers for different platforms on the disc enabling people with Amigas, PCs, Macs, Unix Workstations and others, to view your work with little or no extra effort.

### TEMPLATES

Also, because of the way HTML is structured, you can easily set up template pages which form the basis of your project, thus making it easier to bring a lot of information into a coherent, cohesive whole, than it otherwise would be if you were using a package like *CanDo*.

The only real problem with this way of doing things is the widely differing standards of HTML accepted by different browsers. As an example, at the time of writing this piece, there were no Amiga browsers that truly supported frames. However, both the main PC browsers, Navigator and Explorer not only support frames, but also Java and a whole host of plug-ins unavailable on other platforms.

### SUITS YOU

So, until there is a little more standardisation on the HTML front, it might be best to concentrate on more Amiga-centric methods of distribution. Although *Scala* requires a dongle for every copy of your presentation that goes out, other packages are more flexible. *MediaPoint3*, *ImageVision* and the new *Media Magic* from HiSoft all offer a dongle-free alternative to Scala, and all *CanDo* requires is the cando.library in the target machine's libs: directory.

At the end of the day, this tutorial can only be a guide to help you through the process of making a multimedia project, we can't be there holding your hand through every step of the way. I hope to have shown you some of the pitfalls you will encounter along the way and how to avoid them, but it is inevitable that you will meet others and have to deal with them as best you can.

Next month we'll have a look at how to add the finishing touches to your presentation. See you then.

**"Many great programs have been put together using CanDo, including the Epic Encyclopedia, and it is this flexibility... that is the source of CanDo's power."**

## CANDO

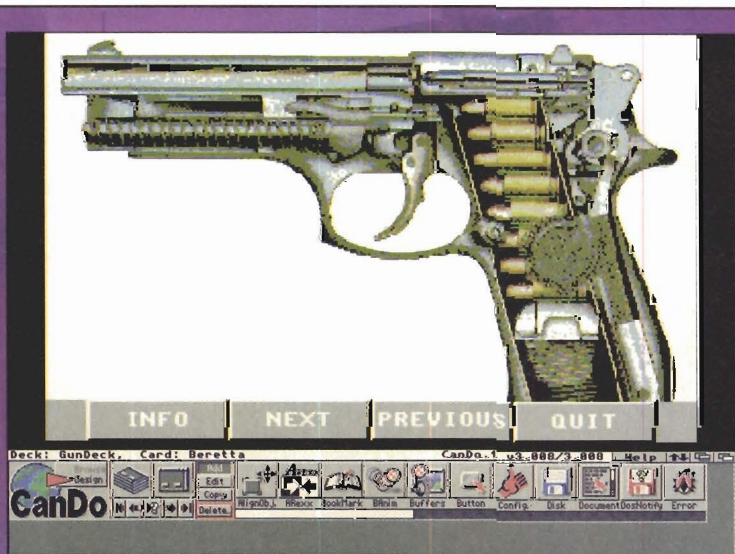
**Source unknown**

***CanDo* is the oddball in the bunch. It isn't really a multimedia authoring tool, more a programming language much like *Visual Basic* on the PC. However, it can be used extremely well as the basis for your production, particularly if you want a more defined look to your user interface.**

**Many great programs have been put together with *CanDo*, including *ProControl* and the *Epic Encyclopedia*, and it is this flexibility when it comes to handling the many requirements of its users that is the source of *CanDo*'s power.**

**One of *CanDo*'s biggest advantages is that it can handle any file type you like, as long as you don't mind pressing external packages into service for you. Because *CanDo* is a programming package above all, it doesn't really give you an awful lot of help with filetypes but it can be made to drive programs like Flick or Viewtek in order to achieve the results you're looking for.**

***CanDo*, in its latest incarnation, even has some transitional effects built into it, but they aren't that brilliant and are mainly devoted to mosaic-type functions and some blocky wipes probably based around ten pixel blocks rather than the pixel resolution *Scala* wipes.**



## Amiga Mice

Replacement Mice .......................£6.95
MegaMouse 400 ..........................£9.95
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Specially made hardware and software. Allows 4 ATAPI devices, ie, 2 IDE hard disk & 2 IDE CD Rom to Amiga 4000 internal IDE controller, through Alfapower on Amiga 500/500+ and possibly Amiga 1200 comes, with full IDE Fix software .................**£59**

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** 3D surround sound*

92% AUI




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Internal Floppy Drive A600/1200+ ...£35.00
A-Grade Double Density box of 50 disks ...£13.00
*including colourful labels*

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**AT-Bus hard drive controller ...........£69.00**
Alfapower hard drive controller .........£99.00
Alfapower-640 640Mb
hard drive .........£199.00
Alfapower-1.2G 1.2Gig
hard drive .........£259.00
*Other sizes please ring*




**Memory for Alfapower-Plus (new) marked Alfapower-Plus**

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*including multicoloured disk labels* ..........................£25.00
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*+ Install software* ..............................................£15.00
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**1.7Gig 3.5" Hard Drive ....................£179**
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**170Mb 2.5" Hard Drive .......................£79**
**420Mb 2.5" Hard Drive ....................£120**
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**Greyscale Scanner with OCR *limited stocks* ....................£99**

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CHAPTER TWELVE

# Blitz Tutorial

**In the last of the tutorial series, John Kennedy describes some methods of including support for GIF and JPEG graphics files.**

The biggest problem with our Browser program so far has been the lack of support for images stored in anything other than good old IFF format. As you may know, the World Wide Web makes use of images stored in GIF and JPEG format, and wouldn't know what to do with IFF. This is a major limitation.

In an ideal world, I would simply knock out a Blitz function which decoded images stored in these formats. This theoretical function would be able to load a GIF or JPEG file, standardise the palette, and make use of any transparency, progressive decoding or animation facilities. As you might imagine, there is quite a lot of work involved in that – which is one reason I would suggest we haven't been overrun with Web Browsers. This month, in our final episode, we'll look at various ways around this problem.

## BSS AND DATATYPES

If you've already read the review of the *Blitz Support Suite* on page 61, you'll immediately know that we've found one method of supporting these alien file types: Datatypes. Datatypes arrived with Workbench 3.0 and their purpose is to separate a program from the data. Datatypes provide a standard way of inserting a "decoding engine" which will make everything appear in a friendly format. There are plenty of GIF and JPEG datatypes available from PD libraries and Aminet. However, it's probably fair to say that not everyone has the *Support Suite* yet (but you should) so we'll need to investigate various other ways of making Blitz play with the GIFs.

One possible solution is to make use of various utilities which patch the OS into loading other files. *DataChrome* was given away on the *AF91* Coverdisk and *AFCD7* and it works by intercepting any calls which load a file – making sure that any GIFs or JPEGs are converted into IFFs. It works almost transparently, and is well worth investigating. My main concern is that it may not be possible to determine the number of colours which the loaded IFF may use: which could cause problems for any later use of BLIT (you really don't want to BLIT an 8 bitplane image into a 4 bitplane screen: take my word for it, you don't.) I also feel slightly uncomfortable putting the conversion process out of our reach in this way, although it still could be the simplest way to get started.

**"...it is entirely possible to write a Web Browser... every bit as functional as Microsoft's Internet Explorer or Netscape's Navigator."**

My second attempt at a solution was to make use of a utility program which most people have: *MultiView*. *MultiView* is the utility supplied with Workbench as a demonstration of datatypes. It can load text files, animations, sound samples, AmigaGuide documents: you name it, *MultiView* will load and display it (which is probably why it got that name). It's a little known fact (certainly to me) that *MultiView* also has an ARexx port. This means that theoretically, it would be possible to use it to load an image (GIF or JPEG) and then save it out as an IFF. Inserting suitable ARexx commands in our Blitz program could have automated the entire process.

First problem: how do you include ARexx commands in your Blitz program? A look through the manual can be less than helpful – there is a section on ARexx, but it is concerned with making your program an ARexx Host by creating MessagePorts and the like. No thanks! Here's a simple way to send ARexx messages.

## EXECUTE!

We've already used an OS library call before in this tutorial (we used one to test the length of a string of text) and we're about to use another. The command "Execute_" (see the underscore? It's important) takes a string as a parameter and executes that as though it were typed at an AmigaDOS Shell. Obviously this routine will not be useful in Blitz mode. Here's an example:

```
Execute_ "c:dir > ram:test",0,0
```

Include this line in your Blitz program and when you check your RAM disk you'll see there is a file called "test" which contains a directory listing. Perhaps you have worked out how we can use this instruction to send ARexx commands. The secret is to use RX – the AmigaDOS command which starts ARexx scripts.

Try it from the Shell first. To run MultiView in a background window, enter the following:

Listing One: Include this line in your Blitz program and utilise RX to send the ARexx commands.

```
File - testmultiview
; Blitz program to launch Multiview and Control it

; via ARexx

Execute_  "run workbench:utilities/multiview window backdrop portname MV",0,0
Execute_  "sys:rexxc/rx 'address ''MV'' about ' ",0,0
Execute_  "sys:rexxc/rx 'address ''MV'' quit ' ",0,0
```

```
workbench:utilities/multiview
backdrop window portname "mv"
```

This starts *MultiView*, and gives it an ARexx portname of "MV". The name is converted to uppercase.

Now you can send ARexx commands to it. The most obvious way is to use RX with the name of an ARexx script. Although there is nothing intrinsically wrong with this approach, it's slightly messy. Where possible, it's always best to keep the number of external files required by your program to a minimum. Instead, try using RX's own ability to send entire ARexx commands, like this:

```
rx "address 'MV' about"
```

and

```
rx "address 'MV' quit"
```

Instead of creating an ARexx script like this:

```
/* Use About box */

address `MV`

about
```

We use one line of RX. Neat, huh? To perform this from a Blitz Program, you would include a line of program like the one shown in **Listing One.**

Sadly however, this was as far as I got with *MultiView*. Everything was going swimmingly until I met two problems. My initial plan was to use the Blitz Command "FindScreen" to locate the *MultiView* screen and make it a Blitz screen. Then I could read the image displayed and BLIT it into my program, or even save it as an IFF. The first snag was that if you called FindScreen too soon, the *MultiView* display hadn't finished creating itself and Blitz would crash. There was no polite way to wait for the screen to finish: either you inserted a dumb delay or executed an ARexx message (such as "Reload") to make sure *MultiView* was displayed. Even then, adding a new Screen to Blitz in this way caused the Browser program to go nuts and drop its gadgets. With time it should be possible to work around this.

```
CygnusEd Professional V3.5 Copyright © 1987-1993 CygnusSo
Bigboy:Blitz2/AF/adpro.rexx
 /* Arexx script used to browser to
    make use of Art Department Professional
    to convert filetypes and match palettes */

address "ADPro"
options results

parse arg loadname " " savename

say loadname
say savename

PSTATUS LOCKED
LFORMAT "UNIVERSAL"
SFORMAT "IFF"
LOAD loadname
RENDER_TYPE 16
PTOTAL 16
DITHER 1
EXECUTE
SAVE savename image
```

**Listing Two: The ARexx script instructing *AdPro* to convert the images.**

*MultiView* had another little niggle though: I couldn't work out how to use its ARexx "SAVEAS" command to accept a parameter. Instead of using *MultiView* to quickly and automatically load and save an image as an IFF, it would insist on the user supplying a filename. This was clearly unworkable.

With regret I had to abandon my experiments with *MultiView*. Perhaps if you have any more information on this underused tool you can continue to explore how it could be used. Instead, I started using *The Art Department Professional* instead. *AdPro* is a brilliant program, still capable of holding its own against the *Art Effects* and *Photogenics* of this world. It's perfect for acting as a "behind the scenes" ARexx controlled utility, especially with its comprehensive palette controls.

There was therefore a new plan for dealing with graphics within the Browser program. During the first stage of HTML processing, all the images would be loaded into *AdPro* and converted to a standard number of colours using a standard palette. *AdPro* will load GIF and JPEG as easily as IFF so there is no problem with alien file formats, and not even a requirement for Datatypes. A new filename is generated (of the form temp?.iff) and the files saved to a temporary cache area – in this case, the RAM disk. During the second phase, it's these new IFF images which are loaded as Shapes and BLITted to the display. As we have already converted them to IFF format there is no problem.

**Listing Three: Add this to your browser program and it will execute the ARexx script and generate the new filename.**

```
picture
Gosub flush_text
Gosub new_paragraph

If preview=On

; Get details of picture (i.e. height)
; and add it to a list.


  ; Obtain filename from string

  f$=Chr$(34)
  a=Instr(t$,f$)
  t$=UnRight$(t$,a)
  a=Instr(t$,f$)
  s$=Mid$(t$,a+1,Len(t$)-a)
  t$=Left$(t$,a-1)

  ; Determine alignment (if any)

  CaseSense Off
  a$=""
  If Instr(s$,"left")<>0 Then a$="L"
  If Instr(s$,"center")<>0 Then a$="M"
  If Instr(s$,"right")<>0 Then a$="R"


  ; Get info from file....

  If Exists(t$)

  ; Convert image into an IFF
  ; using AdPro. Use AdPro's
  ; ability to force a standard
  ; palette as well as converting
  ; any GIFs and JPGs to IFFs.

    n$="ram:temp"+Str$(image)+".iff"
    image=image+1
    f$="sys:rexxc/rx blitz2:af/adpro.rexx "+t$+" "+n$
    Execute_ f$,0,0
    t$=n$



   ILBMInfo t$

   If AddItem (pictures())
     USEPATH pictures()
       \height=ILBMHeight
       \width=ILBMWidth
       \name=t$
       \align=a$
   EndIf
```

**Listing Two** shows the ARexx script which I've used. I had to include provision for supplying two filenames: one for the name of the file to load into *AdPro*, and another to provide the new temporary file to save.

**Listing Three** shows the necessary additions to the Blitz Browser program required to execute the ARexx script, and generate the new filename. I've not shown the variable image being set to 0 at the start of each processing phase.

As it stands, this code is far from perfect. There is still the matter of choosing the initial palette (perhaps from the first picture) and making sure the images are rendered into a number of colours which is compatible with the number of colours defined for the Browser screen mode. *AdPro* includes commands which will protect specific colours in the palette, and this means you can keep a set of colours for your window and gadget icons.

Using a program as powerful as *AdPro* makes it possible to perform other tricks, such as accurate scaling. The HTML standard calls for images to be scaled to suit HEIGHT and WIDTH fields included in the IMG tag. A little bit of *AdPro* scripting can perform this quickly and accurately: more than at least one commercial Amiga Web Browser can manage.

The downside is of course that not everyone has *AdPro,* nor the memory to run it. The memory I can't help with, but there are other image processing programs available which can load and save files from GIF and JPEG to IFF, all under ARexx control and these should work just as well.

## THE END

And that's the end of that. The Blitz Browser is far from finished: for a start, there is no direct link with a TCP/IP stack, without which it can simply load HTML files from disk rather than be used as a live Internet tool. If you are interested in pursuing this, look out for the AmiTCP software development kit as it contains libraries you can convert for use with Blitz. The same is true for the Datatypes library of course.

Remember that it is entirely possible to write a Web Browser which is every bit as functional as Microsoft's Internet Explorer or Netscape's Navigator. All the problems are due to software not hardware, and with a package as powerful as Blitz all you need is a lot of spare time (and more programming talent than me) and you could create the Amiga's killer Internet App. Good luck!



# MailBag

Send your letters to: Letters To The Editor, *Amiga Format*
30 Monmouth Street • Bath • Avon • BA1 2BW.

## SHOPPING

Your "Shopwatch" feature is an excellent idea, it is a pity that your award system could not be incorporated into the scheme – but this hardly seems feasible since I would guess that the company treasurer is unlikely to sanction numerous expenses paid trips round the country. Still it might be worth trying it on!?

In your December feature you made reference to mail order shopping and its advantages. This is fine where the goods provided are of the appropriate quality. There can however be a downside. It can be much more difficult to obtain satisfaction from a recalcitrant mail order company than from a local retailer.

Word very soon gets around if a local retailer is "dodgy" in some way and the business consequently suffers. Unfortunately it is not the same for mail order firms. For obvious reasons their dissatisfied customers are unlikely to be talking to one another – perhaps some time in the future when everyone has access to the Internet this may change – but at present the rogues are only brought to book if there is widespread adverse publicity.

My own recent unfortunate experience with a mail order company may be atypical of the company concerned – I have no way of knowing – but one thing is for sure and that's no more upgrades for the A1200 until I can see the whites of the eyes of the retailer making the sale!

*Mike Rollason*
*Rugby*




Look out for the follow-up to our popular Shopwatch feature.

*Well we did try and keep it balanced. Many mail order companies offer an excellent service with full telephone support, but some people do find it reassuring to be able to talk to someone face to face. Shops who advertise in* Amiga Format *are vetted for suitability. While this does not necessarily protect against bankruptcy, it does mean that services advertised in our magazine should be reliable. If you have any complaints about advertisers, you can direct them to: Sophie Collins, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email: mops@futurenet.co.uk.*




There's a cheaper solution if you want to play old C64 games, like *Froot*, on your Amiga.

**THE EMULATION GAME** I have just read through the emulation article in *AF91* (December issue). Reading through it, I notice that the decent emulators require pretty powerful Amigas. I have, however, come up with a relatively cheap solution. It's called "buy a 2nd hand C64". I believe this technique will run ALL the fancy games and emulate the SID chip to perfection.

Hell! It'll even allow you to run games from a ....(gasp).... tape deck! Thankyou and please don't hesitate to call me if you ever require money saving tips again.

I was going to plug our groups disk mag "Beyond the Frontier", but that would be me being silly wouldn't it?

Do I win a prize for saving you and (possibly) the whole of the Amiga community hundreds of pounds?

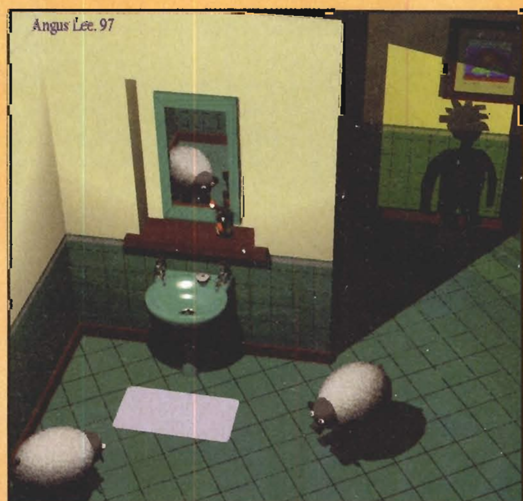
*Paul Jones*

# The Gallery










## HIDING

*by Angus Lee*

We were hard pushed to choose a winner this month, but the air of menace and the fluffy sheep made this our unanimous choice. Angus' other pics are on the CD.

*Kettering*

*Well, of course, this is a good solution. However, C64 emulators don't need an '060 and 20Mb of RAM. A standard A1200 will do the job. And it will even run faster on some programs. No really, it will. Plugging your disk mag is, as ever, futile.*

## PIRATE PAIN

I've got a hint for all those programmers and software companies who are scared of making games hard drive installable because of the fear of piracy. It's quite simple really. Don't make the original game hard drive installable, but instead, send out a hard drive install program to all those people that take the time to register their game. This way, companies can get more information about their potential market, and the average Amiga fanatic like me gets to make use of all my empty hard drive space.

*D Hawes*
*Aberystwyth*

*A damn cunning idea. Any takers?*

## AN ED START?

If Viscorp do not have the capacity or the funds to manufacture the Amiga, WHY DON'T they allow third parties to licence it so that new machines are brought out into the market sooner?

It would be preferable that Viscorp do so because if they lead the way then it will ensure that future machines are not incompatible with each other.

It will prevent people like Phase 5 and PIOS bringing out their OWN ports of the Amiga OS to their respectable RISC platforms – thus dividing the Amiga market. This really is *very* important to the future of the platform.

Since Viscorp are focusing on the ED, it would seem prudent to believe that most of their funds will be headed in that direction. If they do not licence someone else to manufacture new Amigas, they stand to (like Escom) be financially stretched and will basically not be able to do much for the Amiga masses who await a badly needed upgrade to Amiga technology – something that is *long* overdue.

*Daniel Kitingan*
*gloves@senet.com.au*

*While it is true that there has been a certain amount of frustration from Amiga developers towards Viscorp, in their defence I think it is only fair to say that they can't very well sign up licensing agreements for copyrights and patents which they don't actually own.*

*But yes, it is rather obvious that something needs to be sorted out very soon. To find out all the latest news read our extensive feature on page 18.*



**If you've got any problems with your A500 then send a letter in to Workbench.**

## REAL CHEAP

Help! I have recently been given a Coverdisk called *Real 3D Classic* by a friend who said he had no use for it. Having got it up and running I have been using it non-stop but although I have the first part of your tutorial I don't have any other parts.

I believe that there were quite a few, and although I would like to buy the back issues, I simply can't afford it. Is there anyway I could get hold of just the tutorial parts of the issues.

*Brian White*
*Grays, Essex*

*Sadly there is no way* AF *can sell only parts of its past issues. You'll either have to search around for someone selling off their old* AF *collection (yes, amazingly it happens) or pressure the editor to put old material such as tutorials onto the* AF *World Wide Web site and/or CD-ROM Coverdisc.*

## MANUAL ENTRY

I have recently obtained a secondhand hard drive (A590) for my A500 plus. Unfortunately, there is no instruction manual and I wonder whether you have any information or can provide me with a contact address for obtaining one.

*C J Oke*
*Rickmansworth*

*I'm afraid we can't help you with a manual, as they went out of production some time ago. From what I recall, it wasn't terribly helpful anyway. If there is something specific you would like to know, just drop us a line at Workbench.*

## MOUSE FOR HIRE

I am writing in response to a reply given in issue 90 of your mag (mailbag) in which you invited anyone interested in creating 2D graphics to get in touch.

I would love to help anyone in this department and I would also be willing to help with graphics etc for instruction manuals/ idiots guides etc. I can be contacted at this address:
51 Montgomery Drive, Leven, Fife, Scotland, KY8 4AQ.

*Terry Imrie, Fife*

**Continued overleaf ➡**



## VEITCH

*by John Bankier*

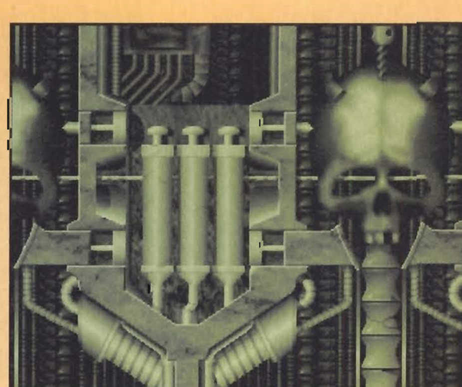
**We couldn't resist this. It's funny that Mr. Bankier seems to know something about ol' Nick's father...**



## AIRLOCK

*by Martin Jones*

**An intro screen for Martin's reader game (see page 40)? It would certainly appear so.**



## SKULL FACTORY

*by Alan Taylor*

**It's amazing that Alan has managed to get such depth and detail in only 32-colours in this Giger-inspired pic.**

# Letter of the Month

## WARRANTY SOLUTION

**Having recently read in mailbag regarding the demise of Escom, I feel that I must add my two penn'orth worth (or decimal equivalent).**

**I bought a PC from Escom (I needed the compatibility for work), in March this year, and apart from a small problem with the CD (which was repaired under warranty) I have been very happy with the set-up. At the time of purchase I opted for the three year extended guarantee. Well you can imagine how I felt when I learnt of the current situation. I telephoned Escom's head office, and was told by a stroppy receptionist that my warranty was void and not worth the paper it was written on, (perhaps if I knew I was going to be out of a job I would be stroppy too!)**

**I called the company responsible for carrying out the warranty work (ICL Sorbus) who informed me that for a price they would be more than happy to carry on the warranty. The reason I would have to pay again is that they had not been paid by Escom or, rather they were, but only for the warranty work actually carried out, i.e. if I had a problem with my PC, ICL Sorbus would come and sort it out and then bill Escom. Escom should have paid them in advance for my warranty, but alas....**

**I then phoned the receivers who sent me the standard claim form, just in case I wanted to try and claim against Escom for not being able to honour their contract, (fat chance). As a last resort I contacted the company who financed my purchase: First Retail Finance. Good news at last! They were in negotiations with another company to take over the warranty. I have recently received a letter confirming this. All I had to do is send a photocopy of my original Escom receipt to First Retail Finance and my three year warranty has been reinstated!!**

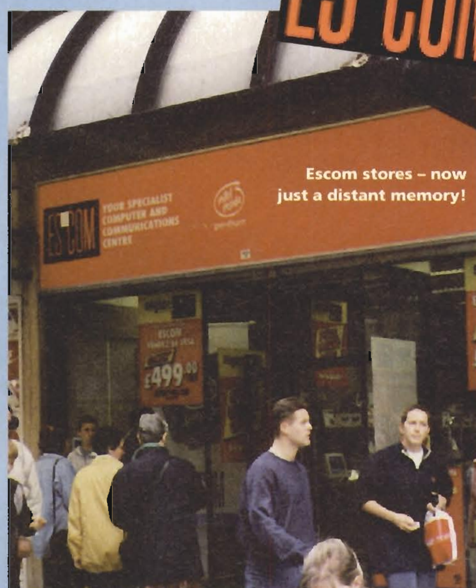
**So I urge any of your readers who bought their computers (Amiga or PC) through First Retail Finance to contact them, if they themselves have not already been contacted. I found their staff to be exceptionally helpful, and courteous. I hope this information may be of help to other poor unsuspecting Escom customers, (ex).**

**Issue 91 is the first Amiga Format I've bought for over 12 months, glad to see that at least one Amiga magazine is still making a go of it, I think "Shopwatch" is a brilliant idea.**

***Alan Martin***
***London***

***Thanks for that tip. It's worth pointing out that anyone who bought equipment from any company which is no longer trading, may be covered by insurance and warranties if they purchased equipment with the help of a loan, through an HPO or Finance service or with a credit card. Contact the appropriate organisation for more details.***

ES COM



**Escom stores – now just a distant memory!**

### ← MUCH TOO MUCH?

I am a subscriber and soon I have to decide if I am to re-subscribe. Your magazine is, without doubt, the best of the available Amiga mags, but that does not mean you get an automatic re-subscription.

I am 39 years old and though I am not a computer whiz kid, I can, with help, do most tasks. Your magazine does seem to assume that your readers have a high level of technical awareness and this can mean people like me struggling with some of the concepts you cover. Perhaps you could consider adding an idiot's guide to the end of your articles.

Now to your CD-ROMs. Great, keep up the good work. I do, however, have a problem in that my 1200 does not seem to have the tools "multiview" or "more" and probably a few more that are required to run your programs. Are these supplied with the 1200 (mine was second hand and they may have been deleted) or should they have come with the CD-ROM drive? If so, can you recommend a suitable replacement driver package.

Can you also tell me if it is possible to network a 1200 to a 500 as I have a lot of programs that only run on my old 500 that I would like to use without having to dismantle the A1200 to set up the A500.

***CR Spanton***
***Hastings***

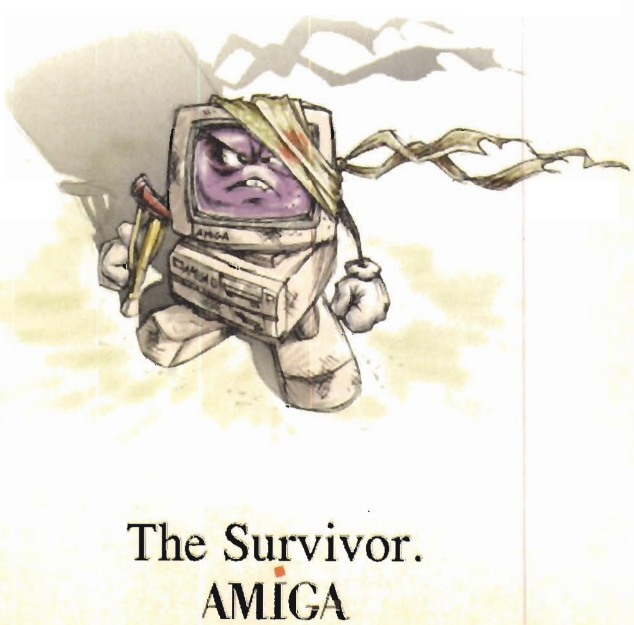
*Well, we do try and keep things as accessible as possible. Since it is a long time since "new" Amiga owners appeared on the scene in large numbers, we have to try and keep the magazine as relevant as possible to the people who read it. This may result in us assuming a little too much knowledge occasionally. Sorry about that. Wherever possible in larger or more complicated features, we do try to include explanatory boxouts and jargon dictionaries, but perhaps we should do this more often? What do other readers think?*

*As regards your CD query, both Multiview and More are part of Workbench. Multiview started being included with WB3 and up and replaced the older More utility, so you should have both of these programs already. They are used primarily for viewing text files (although multiview can "view" any document supported by Datatypes. Both are on the CD anyway, so you can just copy them to your Workbench's Utilities disk. If you run the assigns program, these tools should be found by programs asking for them anyway (although some PD authors do use odd pathnames which may cause problems).*

*The CD is also the answer to your last question. On several recent CDs you will find a program called ProNet in the Serious/shareware drawer. This software can be used to link your two Amigas together.*

### SURVIVING DOWN UNDER

Firstly, congratulations on your great magazine. I'm writing about the article




**The archive contains several versions of the picture so that it can be disseminated in as many ways as possible.**

"survival of the Fittest" in issue 89 and I would like to know if there is any way I can get hold of these pictures by Eric Schwarz. I would like to make up some t-shirts, posters etc. and even place them in the local PD library to show my support for the Amiga. Unfortunately I haven't got a CD drive or an Internet connection. If you could tell me how I can get my hands on the pictures, I'd be very grateful.

*Stephen Kinzett*
*South Australia*

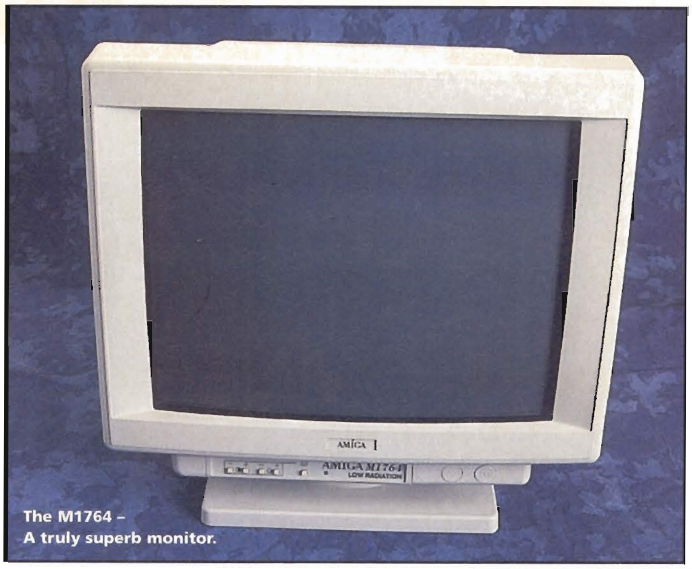
*They were released on Aminet, so you should be able to get them from a PD library. They were also included on our CD-ROM version, but obviously that's not a lot of help to you.*

## MONEY MATTERS

I am a little concerned to have received a subscription renewal form through the post. This may not seem strange but, as you point out in the letter accompanying the form, if you pay by direct debit, you shouldn't need to worry about renewing your subscription.

Since I pay by direct debit, I would like to know whether there is a problem or can I rest easy that the letter should never have been sent.

*Owen Howe*
*Crossby*



The M1764 – A truly superb monitor.

*Worry not. The guru of all things subscription related, Simon Howarth, tells me: "Direct Debit subscribers will get a system generated ITD (Intention to Debit) letter sent to them before each payment. They're automatically run by our system in Somerton."*

*What this means in real speak is that the letter is just informing you that the sub is due for renewal, and that the money will be spirited away from your bank account. There is no need for you to do anything, it's just that we don't like taking money from people's bank accounts without letting you know about it. Apparently.*

## ON THE EDGE OF YOUR SEATS...

I'm on the edge of getting a 17" Microvitec M1764 monitor and need one more bit of reassurance to be sure I'm going to spend this big wedge of money in the right direction!

In the November issue of *Amiga Format* a reader's letter explained purchasing through DABS Direct. Can you identify the back issue this appeared in and how much it will cost so I can get a cheque in the post and then pour over the review. Many thanks.

*Mr CP Kingston*
*Corsham*

*I can do better than that, Mr Phelan suggested interested purchasers should contact DABS Direct on 0171 482 4777 to order a GPM1701. You will also need a VGA adaptor. The review was in the August issue (AF87) and you can contact customer services on 01225 822511.*

# WANT TO CREATE YOUR VERY OWN AMIGA GAMES, DEMOS, AND EDUCATIONAL SOFTWARE, BY USING NOTHING MORE THAN YOUR COMPUTER'S MOUSE?

Have you ever dreamed of creating your very own Public Domain or Commercial software products without having to program?

## *Well now it is no longer a dream - it's REALITY!*

**REALITY – THE ULTIMATE SOFTWARE CONSTRUCTION KIT** is a REVOLUTIONARY new product from B.P.M. Promotions, a company involved in the AMIGA software market for over five years. This product is a BREAKTHROUGH in software design and allows anyone with an AMIGA computer, regardless of their age or intelligence, to create both Public Domain and Commercial software products in virtually no time at all using nothing more than their computer's mouse! It can be used to create games, demos, educational software etc, much much faster and easier than ever before throughout the history of computers! REALITY is like nothing you've ever seen before on the AMIGA. Now for the first time you can access the awesome power of your computer with bewildering ease and use it to create TOP CLASS AMIGA software in a few days by doing nothing more than clicking the buttons on your mouse or moving the mouse cursor around the screen! Everything is controlled from user friendly buttons and menus on the screen - that's it! - it's so easy you will not believe it! No programming is required whatsoever!

### Here is a small example of what you can achieve in minutes with Reality by using nothing more than your Amiga's mouse:

- Create HUGE fully detailed scenery backgrounds for your games using the background creation editors!
- Make your games main character shoot all sorts of different weapons each with different power values!
- Define monster attack patterns and choose from the HUGE amount of already made variations!
- Create intelligent enemies that home in on your main character!
- Add text messages to the software with hundreds of different styles of text fonts to choose from!
- Create SUPER intelligent GIANT mid level and end of level monsters just like the very best commercial games!
- Produce scenery that your main character reacts to: Ladders, Ropes, Platforms, Traps, Switches etc etc!
- Define complex puzzles to make your games much more interesting!
- Make other games characters that your main character can interact and communicate with!
- Select and define all sorts of weapons, bonuses and objects that your main character can collect and use!
- Create characters that have to fight each other in a beat 'em' up - STREETFIGHTER II Style!
- Produce ALL sorts of demo effects from groovy text scrollers to on screen 3D rotation just like the very best PD demos!
- Create Educational software from a simple slideshow to a full blown disk magazine!
- Add graphics, music and sound effects to your software with ease!

**The list is ENORMOUS!!! - Test your software in seconds to see if everything is working the way that YOU want it to! There's no need for any slow compiling or testing like certain other packages!**

REALITY can be used to create many types of different software products! It's ideal for TOP notch games! Create HIGH speed shoot 'em ups, Addictive scrolling platform games, Beat 'em ups, Point and Click Graphic Adventures, HUGE Arcade games, Puzzle games, Racing games, Card games and much much more! Even create your own mind-blowing special effects demos or user friendly Educational software! Just look at the screenshots in this advertisement and see just what this system is really capable of!

**Over four man years of work has gone into the development of this software! The result is:**

***A STATE OF THE ART SOFTWARE CREATION SYSTEM!***

It's *versatile* - It's *easy to use* - It's *incredibly fast*

It's ***the biggest ever breakthrough in Amiga software creation and has already been used to create twenty commercial games and a multitude of PD software!!!***

If you can use an AMIGA you can use REALITY! All the hard work has been done for you! With once complicated programming routines reduced to simple mouse actions that anyone can understand! That's the hidden power of REALITY! Absolutely no knowledge of programming is required whatsoever! Reality is unique! It is a completely new way of creating software!

**MORE THAN TEN 90% SCORES HAVE BEEN AWARDED TO REALITY SO FAR FROM MANY DIFFERENT AREAS OF THE AMIGA COMMUNITY!**

### What you get!

The very latest version of the REALITY software construction kit which incorporates a whole batch of useful and essential utilities. These include: an Animation and Sound Studio, a Graphics toolkit, a Background creation system, Picture and Introduction creators, a FULL blown paint package, Text editing and disk utilities plus much much more! You'll also receive a fully detailed user friendly instruction guide and a handy hints and tips guide! Two further guides that will show you how to make two full blown games from scratch! Two full blown commercial games that have been created using REALITY for you to adapt and learn from! Issue one of the REALITY USER CLUB disk magazine! Two packed disks full of sound effects, music tracks and a MASSIVE amount of graphic images that can be used in your own software! These include characters, enemies, weapons, bonuses, scenery, fonts and MUCH MUCH MORE!! You get everything you need for creating your own full blown top quality software with ease!

### You'll also get FREE membership to the Reality User Club!

This will provide you with a phone helpline, a pen-pal list allowing you to contact and work with the already-MASSIVE REALITY userbase from around the globe! You will also have access to a HUGE range of software that has been created using the REALITY system and 1000's of graphic images, sound effects and music tracks which you can use in your own software! We are willing to publish any software that you create using REALITY or if you wish you can have other companies publish your work! The REALITY user club can supply you with ALL the graphics, music, sound effects and ideas that you need to create superb software with this system. ALL the hard work has been done for you!

### So what do you have to pay for this totally amazing system?

Only £29.99! This product is worth many times this price and only due to forecasted large sales, low cost advertising and direct sales to the customer are we able to offer it at this unbeatable price! By creating only one piece of software you should get your money back many many times over! How much software do you wish to create? What more can we say other than you would be absolutely crazy not to take up this very special offer! Creating software is much more interesting than using it, and REALITY is the perfect tool! Please note that the REALITY package is compatible with ALL AMIGA computers and is hard disk installable!

**Screenshots of games created with REALITY**




### HOW TO ORDER!

**ALL AMIGAS!**

Please send a cheque, Postal order, International money order to:

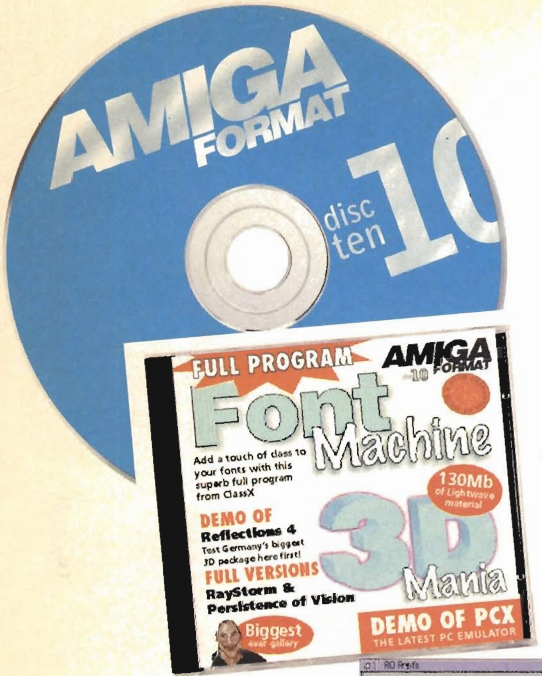
**B.P.M. PROMOTIONS, DEPT AF5, 8 MAGNOLIA PARK, DUNMURRY, BELFAST BT17 ODS.**

**PHONE 01232 626694 - PRICE £29.99.**

UK postage £1, Overseas please add £2.

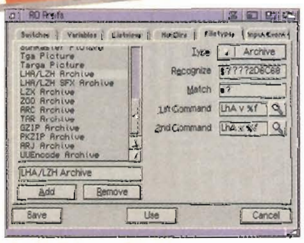
All payments must be in English Sterling! 24 hour despatch.

**EXTRA SPECIAL OFFER** - Order NOW and receive a FREE never been released before guide on 'HOW TO DESIGN A WINNING COMPUTER GAME' written by one of the TOP games designers in the business! Essential reading for any budding games makers!

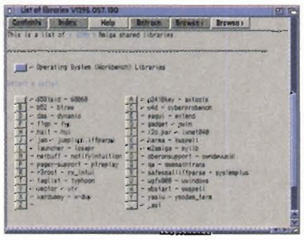



# AMIGA FORMAT COVER CD

**Ben Vost** runs you through the exquisite crop of funky stuff that makes up *AFCD10*



Organise your files better with *Ro*, one of the great utilities on this month's CD.

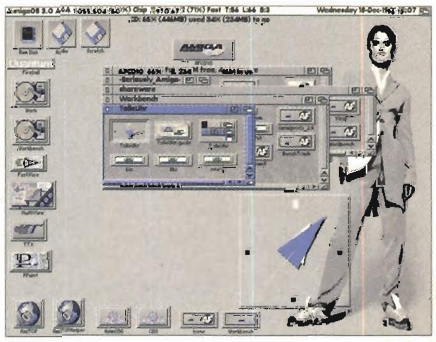




A guide to practically every single Amiga library known to man and the latest version of *GoldEd* help make up the best *AFCD* yet!



*RayStorm* gives you the tools to make brilliant pictures like this. But do you have the talent?



*TolleUhr* is incredibly configurable. You can even have a transparent version so it doesn't spoil your WB backdrop.

## COVERDISKS

Don't feel that you're missing out on the contents of the floppies, they're presented here for your edification. You should refer to the instruction given for the individual items in these drawers on the floppy disk pages of *AF* (p.108-111).

## LOOK_HERE_1ST!

OK. Things have changed slightly in this drawer. If you want to send us your work, you'll now need to include the file named Reader Warrant as part of your AF_Readme file. If you don't include this text in your AF_ReadMe file, your work won't go on the CD. It's as simple as that. Other than that, we have the usual AF_on_the_web drawer and this month we have web pages from:

**Red When Excited**
**5th Dimension Licenceware**
**Asimware**
and more.

We've also added some nice new touches to the Start Me script to enable you to have menus added to Workbench and NewIcons installed, should you wish. Lastly, from this month on, you'll also notice that the main drawers on the CD will have dashes at the start and ends of their names. This means that if you use a file manager like *DOpus,* you won't have to search through the filelist to find the drawer you want since all the important drawers on the CD will be listed at the top of the window.

## READER PRIZES

This month's reader contribution prize of £50 goes to **Gareth Young** for his comprehensive collection of NewIcons for our CD. Well done Gareth!



# SERIOUSLY_AMIGA

## COMMERCIAL

### PCX

AFCD10:-Seriously_Amiga-/commercial/PCX/

Now's your chance to try out a brand new software-only PC emulator for your Amiga called *PCX*. Because this is only a demo there are features that have been disabled, most importantly, you can only assign 4Mb of RAM and there is no MMU support which means no Windows95. Even so, you should be able to get a feel for the product from this taster and, if you like it, order it from Blittersoft on 01908 261466 for just £49.95.

### Cloanto Patches

AFCD10:-Seriously_Amiga-/commercial/Cloanto_patches/

If you have a copy of *Personal Paint 7.0* or *ColorType 3.1* you will be wanting to install these patches to your system, particularly if you are using a Draco or graphics card. Basically, the two libraries help to remove Cloanto software from the Amiga's custom chipset. Full instructions for installation and use are included.

## SHAREWARE

### DISKSQUEEZE

AFCD10:-Seriously_Amiga-/shareware/Archivers/DiskSqueeze/

*DiskSqueeze* is one of those things that only ever happens on the Amiga. Someone has taken a program, improved beyond all recognition and made it easier to use. *DiskSqueeze* acts like DMS, compressing disks on a track by track basis, but uses LZX for its compression and decompression routines making it as much as 30% more efficient than the original DMS. The software is incredibly user-friendly and mounts rad: disks on the fly should you wish to decompress to a virtual floppy.

### Demon Installer Stuff

AFCD10:-Seriously_Amiga-/shareware/Comms/Internet/Misc/Demon InstallerStuff/

To save you the effort of downloading all of Demon's AmiTCP, we have it all here, in this drawer, just for you. It's the AmiTCP setup created by Demon users (for Demon users, kids!) and updated throughout the year. You'll find the main installer along with a couple of updates.

### Air Mail

AFCD10:-Seriously_Amiga-/shareware/Comms/Internet/Mail-related/AirMail/

Danny Wong's MUI-based SMTP/POP3 email package, AirMail, is designed to be as easy to use as possible. Certainly more so than traditional email packages like Elm or Pine. It also handles MIME attachments with style and can inform you when you receive new email. It works with Miami AmiTCP 4 or higher and several other TCP/IP stacks.

### WWWBBS Demo

AFCD10:-Seriously_Amiga-/shareware/Comms/Non-Internet/WWWBBS Demo1_2/

This package is designed for sysops who want to give their users a taste of the Internet with a fully functional HTTP/FTP/IRC/SMTP/POP3 server. It has been designed using MUI to make it as easy as possible to use and its author reckons you'll have it up and running within five minutes.

### CyberAVI

AFCD10:-Seriously_Amiga-/shareware/GFXCard/CyberAVI/

*CyberAVI* is a display program for AVI format animations – often found on PCs. It works on any machine with either AGA or a CyberGraphx-using RTG graphics card and it can handle many different styles of AVI. It doesn't have a HAM display mode, but plays back 24-bit AVI perfectly on a graphics card.

### GIF Toolkit

AFCD10:-Seriously_Amiga-/shareware/Graphics/gif-toolkit/

If you are desperate to put animated GIFs on your website, what about giving *GIF Toolkit* a go? You won't be able to save in the Shareware version of it, but the registration fee is very reasonable and this MUI-based program is very simple to use.

### SysSpeed

AFCD10:-Seriously_Amiga-/shareware/Hardware/sysspeed/

SysSpeed is an excellent "real world" benchmarking program. Not only does it perform all the usual graphic and maths tests, but it also compares the time taken to perform tasks with common Amiga packages such as *ADPro* or *Gold Ed*. You can compare your machine's performance with other machines and save the results so that other people can compare their machines to yours.

### LibGuide

AFCD10:-Seriously_Amiga-/shareware/Misc/LibGuide/

Ever wondered what all those odd libraries are in your LIBS: drawer? Are you positive you don't have some piece of software using the bas_runtime.library? Now you can find out, with this guide to nearly 1300 different Amiga libraries. It tells you what the most current version is and what software uses each individual library and comes in very handy when it's time to clean up your hard drive.

### GoldEd v4.41 and add-ons

AFCD10:-Seriously_Amiga-/shareware/Misc/GoldEd&More/

*Gold Ed* is probably the best-known Shareware text editor available for the Amiga and we have the latest release on this month's CD together with a load of plug-ins for it to allow you to edit HTML, make AmigaGuides and autodocs amongst other things.

### HIPPOPLAYER

AFCD10:-Seriously_Amiga-/shareware/Music/HippoPlayer/HippoPlayer/

Here's a gorgeous MOD player for all you musical types out there. It plays a wide range of formats and has lots of nice little add-ons like all the scopes you could ever need and compatibility with AHI, surround sound and 14-bit replaying.

### Musiker

AFCD10:-Seriously_Amiga-/shareware/Music/Musiker/

Musiker is an automatic music creator. It makes MOD files based on a set of algorithms and instruments that you specify. Because it's MUI-based, it looks lovely and it actually makes some fairly catchy tunes. Best of all, it's Freeware, although I don't suppose the author would complain if you sent him a little something for his trouble.

### CaBoom

AFCD10:-Seriously_Amiga-/shareware/Workbench/CaBoom/

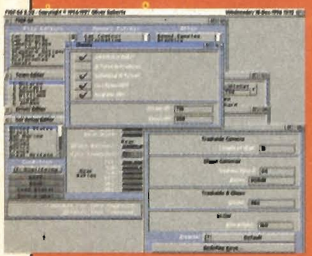
There are a lot of people that miss the little "exploding box" way that ST's and Mac's use to open and close windows. Now Amiga owners can get the same kind of effect on their machines courtesy of *CaBoom*. Double clicking on the program starts it up and then all you need do is open and close some windows to see it in action.

### TOLLEUHR

AFCD10:-Seriously_Amiga-/shareware/Workbench/TolleUhr/

Got an onscreen clock? Of course you have, but have you got one that's as nice-looking as *TolleUhr*? Probably not. It has all sorts of features including the ability to sit transparently on your screen looking like it's part of Workbench itself.

# SCREENPLAY



## UTILITIES

### F1GP-Ed
AFCD10:-ScreenPlay-/Utilities/F1GP-Ed/

Oliver Robert's absolutely splendid editor for MicroProse's ace driving game hits a new version this month. There are a variety of updates including a preliminary 1997 season roster and an updated cockpit layout for Nigel Rowe's MacLaren.

### HDInstallers
AFCD10:-ScreenPlay-/Utilities/HDInstallers/

This month we have installers for the following games:

*Darius*
*Lion King*
*ProjectX*
*Skidmarks*
*Speedball2*
*Oscar*

### Alien Breed 3D II save game editor
AFCD10:-ScreenPlay-/Utilities/ab2ed116/

This handy tool will allow you to fiddle with various parameters on your *AB3D II* saved games to ensure you stay alive that little bit longer. With it you will now be able to give yourself the pick of the weapons and the peak of health.

## SHAREWARE

### YoungDefender
AFCD10:-ScreenPlay-/Shareware/youngdefender/

This slick-looking production is a new vertically scrolling shoot-'em-up that looks like a cross between *Xenon* and *Uridium*. Collect power-ups and kill all the baddies – you know the plot.

### Pairs
AFCD10:-ScreenPlay-/Shareware/Pairs/

This is my recommendation for the most infuriating game of the month. You'll have to be running in DblPAL, DblNTSC or MultiScan for it to work, but it's well worth the effort. The game is simple: just match pairs of tiles until they've all gone. A relatively easy task, you may think, but there's a stringent time limit which makes it all the harder. If you manage to complete a level (no easy task, even on the first) then you are given a bonus based on the time you have left and a new level starts, this time with the pairs more jumbled up. Excellent addictive fun.

### BeastiesII
AFCD10:-ScreenPlay-/Shareware/BeastiesII/

Asa Margetts has worked long and hard on his *Worms* clone and you can try out the fruits of his extensive labours for yourself. Make sure that you've started the Start Me script before attempting to load *Beasties* (unless, of course, you booted from the CD) otherwise it won't find the fonts it needs to run.

# 3D STUFF

### Reflections 4.0
AFCD10:-Seriously_Amiga-/commercial/Reflections4.0/

*Reflections* is Germany's most popular 3D package with over 70,000 registered users. It's also the package that Tobias Richter uses for his well-known animations and poster images. Now you can try it out for yourself.

The program is in the process of being translated to English, so you will need to understand German to some extent to get the best from this package, but if you are familiar with 3D programs, *Reflections'* triview approach should feel familiar.

### RAYSTORM
AFCD10:-Seriously_Amiga-/shareware/Graphics/3D/RayStorm/

This MUI-based Shareware raytracing package is pretty damned impressive. It can load *Imagine* and *3DStudio* files, it has motion blur, procedural textures, antialiasing, a faster render engine than *Imagine* and depth of field rendering. Best of all, because of its modular approach, new add-ons can simply be added at a later date, increasing its capabilities as time goes by. The interface is clear and uncluttered and the package only costs 40DM or $25, ideal for money conscious would-be raytracers.

### Persistence of Vision
AFCD10:-Seriously_Amiga-/shareware/Graphics/3D/POVRAY3/

AFCD10's 3D extravaganza continues with this brand new version of an old PC favourite, *Persistence of Vision*, otherwise known as *POVRay*. This program isn't quite so easy to get into as *RayStorm* for example, but gives very nice clean results that come from years of development.

### Tomahawk Stuff
AFCD10:-Seriously_Amiga-/shareware/Graphics/3D/Tomahawk_LW_Goodies!/

Tomahawk.grandi.com is probably the best-known *Lightwave* support FTP site and we've downloaded a selection of objects, scenes, macros and plug-ins for you. Because a lot of these files exist loose on the FTP server, it will be up to you to test and ensure that they all work on your version of *Lightwave*.

If you are after tips and hints from people like Lee Stranahan, Alan Chan and Mojo on the best techniques for using *Lightwave*, then you can trawl through both *Lightwave* newsgroups and the mailing list for the information you need, but it's going to take you a while, even with our custom-built AmigaGuide frontend. Still, while your machine's rendering, what else would you be doing?

# IN_THE_MAG

Continuing with Simon Goodwin's excellent emulation feature we have some Mac utilities for use with Shapeshifter and a complete Oric Atmos emulator called Amoric.

### Mac2ni
AFCD10:-In_the_Mag-/emulators/Mac2ni

This program will take the resource fork from a Mac program and convert it into a NewIcon for use on your Amiga.

### ARexx
AFCD10:-In_the_Mag-/ARexx

Paul Overaa's automatic website is in this drawer, but you can better access it from any of the web browsers in the Look here 1st! drawer.

# DISC NOT WORKING?

If the CD is defective, please return it to the address below. Please make sure you have followed our installation procedures correctly to ensure that there is a physical problem. Please send the CD along with a description of the fault plus a self addressed envelope. Return postage will be paid. Ablex Audio Video Limited, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR

A CD should only need replacing if the CD itself cannot be read. If, instead you are experiencing problems with an individual demo or application phone our technical support line. This is open between the hours of 2pm and 5pm on Tuesday.
Tel: 01225 442244. Fax: 01225 732341.
Email: amformat@futurenet.co.uk
(put "Coverdisk" in the subject line of your message to ensure it is processed swiftly)

Please note that the helpline staff provide assistance with technical problems directly related to our cover CD and cannot provide training on the software or hardware in general.

# SERIOUSLY FAST

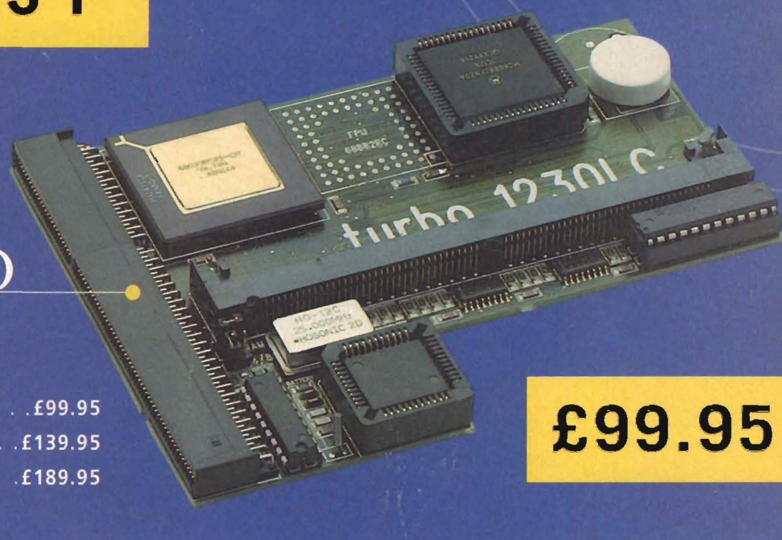
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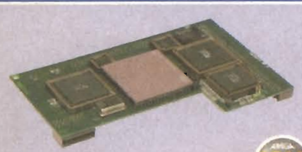
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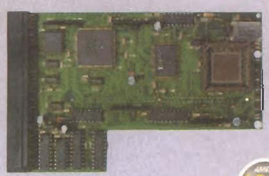


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| VIPER 33 MKII 4MB | £159.95 |
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### CO-PROCESSORS

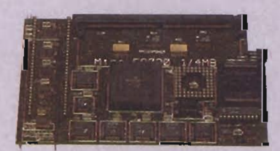
FPU's complete with crystal. State for Blizzard compatibility.

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| 20MHZ FPU PLCC | £20.95 |
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| 40MHZ FPU PLCC | £60.95 |
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| VIPER MKI SCSI-ADAPTOR | £79.95 |

### GVP 68060/68040

A 68060 accelerator board for the A2000/4000 running at 50MHZ and allowing up to 128mb of use installable memory and a SCSI-2 hard disk controller.

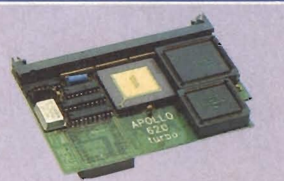
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| A2000 68040 25MHZ | £489.95 |
| A2000 68040 40MHZ | £589.95 |
| A2000 68060 0MB RAM | £699.95 |
| A4000 68060 0MB RAM | £799.95 |
| 4MB GVP RAM ADD | £159.95 |



### A500 68020EC

A 68020EC processor accelerator card for the A500 and A500+, with an option to fit a 68881 or 68882 co-processor (PLCC OR PGA). This card can fit up to 4MB FastRAM and is fully auto-config. Not compatible with GVP Hard Drive.

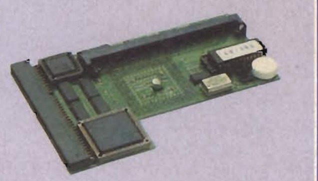
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Performance 10 times of a standard A600 68020 CPU clocked at 28MHZ, 68882 FPU clocked at 28MHZ, up to 8MB FastRAM, autoconfigurating. Socket for 72-pin SIMM.

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| TURBO 620 | £119.95 |



Performance 25 times of a standard A1200. 68040 CPU with 25MHZ. Up to 32MB FastRAM, autoconfigurating, socket for 72-pin SIMM.

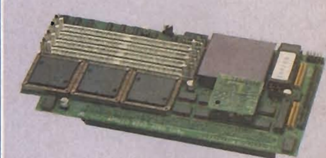
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| TURBO 1240 25MHZ +8MB | £269.95 |

Performance 40 times of a standard A1200. 68060 CPU with 50MHZ. Up to 32MB FastRAM, autoconfigurating, socket for 72-pin SIMM.

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| TURBO 1260 50MHZ +8MB | £499.95 |

Performance 3 times of a standard A4000/040. 68040 CPU with 40MHZ. Up to 128MB FastRAM, autoconfigurating, 4 sockets for 72-pin SIMM. Specify desktop or tower version.

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| TURBO 4040 40MHZ | £469.95 |



Performance 4-5 times of a standard A4000/040, suitable for the A3000 and A4000. 68060 CPU with 50MHZ, up to 128Mb FastRAM, autoconfigurating, 4 sockets for 72-pin SIMM. Specify desktop or tower version.

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| TURBO 4060 50MHZ | £699.95 |

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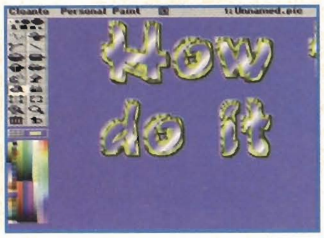
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Not one but two excellent demos!

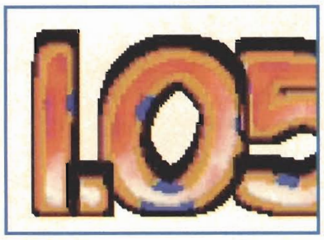
# AMIGA FORMAT COVERDISKS







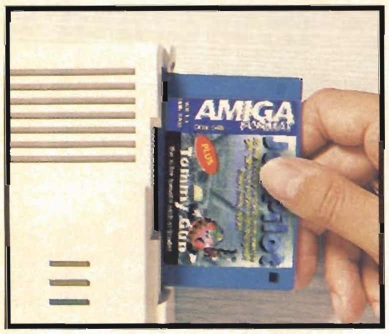







**Design and create your own personalised colour fonts with the complete version of *Font Machine 1.05*.**

**This month David Taylor introduces a flight simulation from Vulcan and a fruity new shoot-em-up.**

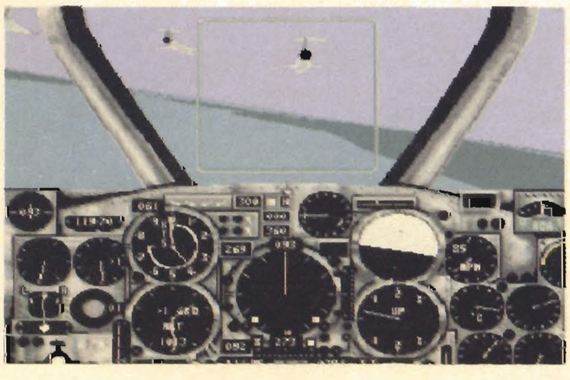



# Jet Pilot

You'll need a spare disk and the Coverdisk will unpack the game disk automatically. Just boot the Coverdisk and select *Jet Pilot*. The game disk can then be booted or if you want to copy the game to a hard drive, Show all Files and copy them all across to a spare directory. You can then load from Workbench – try doing this from floppy if you have any trouble running it.

There are actually five demo scenes on this disk. The first four aren't playable but the fifth puts you in control. When the game has loaded, you'll be in the menu section where you can choose what to do. Along the top are a set of buttons. Click on Demos and you will see the five options. The first four are the rolling demos – it's worth checking these out first so that you get used to some of the view angles and planes available. The first demo requires an A1200 and shows nine F-104s flying in formation. The second shows two planes performing a supersonic flyby. The third shows a plane being talked down and the fourth shows a take off. Note that although the game has adjustable viewpoints and you can use these in the playable demo, some of the rolling demos have fixed views. If at any time you want to pause a demo, press the Del button and if you want to quit press the Help button.

**You can adjust the viewpoints – allowing you to witness events from a variety of perspectives.**



## TALKDOWN

The last interactive demo has you at the controls of a F-104G in the Belgium Air Force. You have free flight and 1500lbs of fuel (enough for about 20 mins flight time). Flight is controlled using the mouse, but there are plenty of keyboard commands (see boxout).

The game also features interaction with control rooms for weather updates and approach information. If you press Alt-left Amiga and then move the pointer to the top right of the screen you will get a set of radio requests which you can send out. The computer will speak the request and then, in a few moments the response. Make sure this doesn't distract you from your flying though, because it continues real time. Try it out by asking for a weather report.

If you crash press the Help button to quit and then try again. You can get a talkdown if you use the radio correctly. Also in the main menu you'll see an Info button which gives



## You've got your free software and your exciting new game demos. Now find out how to get the most out of them.

# TOMMY GUN

There you were, a peace loving fruit when all your other tomato chums got kidnapped my a set of evil vegetables. You strap on your machine gun and prepare to go and make some carrot cake. This rather bizarre shoot-em-up comes from Mutation Software who brought us the Tin Toy Adventure (79% *AF89*).

*Tommy Gun* is designed as a two-player game, but this demo is one-player only. It should run on any 1Mb Amiga but you need a joystick. When the game has loaded just hit fire. Tommy will appear on the screen with the status bar on the bottom left. The bar shows the number of lives left, energy, ammunition and the number of bombs.

When you start out, you'll have three lives, a full gun and a single bomb. The action takes place in a Supermarket and the baddies appear from behind goods, parachute in or ride by on trollies. You just have to kill as many of them as possible while the screen scrolls. From time to time the screen will stop and you will have to clear away all the baddies before continuing. Watch out for the eyes that appear hidden in shelves!

Along the way you'll see some of your friends locked up in cages. You need to shoot away the padlocks to free them but be careful not to shoot your friends. If you succeed in freeing one, they will give you some sort of reward – more ammo, energy, a bomb or an extra life even. These rewards can also be found in some of the boxes around so keep your eyes peeled.

Bombs will destroy all the enemy on one screen, but be sparing. You can throw a bomb by pressing the left Shift button. If you run out of ammo, then you will have to find some more. In the meantime you will only be able to fire a single shot every second – a recipe for disaster.

If you make it through to the end of the level, you will face a giant lemon who will jump around firing lollipops at you. If you get hit by a lolly you'll lose a whole life in one go, so be extra careful. The best tactic is to spot where he is landing and start shooting at him and then keep moving to make sure that you don't get hit.

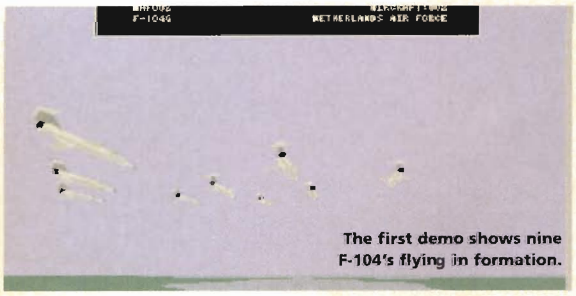
The full game is reviewed this month on page 39. It can be bought for £14.99 from Mutation Software direct. Cheques and POs should be made payable to A R Cummings and sent to:
15 Burcote Drive
Anchorage Park • Portsmouth
Hampshire • PO3 5UD.



See that little tomato in the basket? He's your friend and you're supposed to free him.



When you've done that you'll be rewarded. More energy, ammo, bombs or an extra life.



The first demo shows nine F-104's flying in formation.

you access to the manual. The System button contains the preferences. Not all the high detail will run smoothly on lower-end machines so use the prefs to set the game to your system. You can also set on-screen colours to 16 or 32 and the Aircraft detail and Airfield detail. If you don't want the speech, then turn it off.

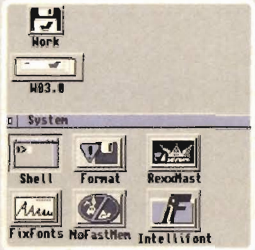
The full game is available from Vulcan Software direct. Cheques and POs for £12.99 payable to Vulcan Software Limited should be sent to Vulcan House, 72 Queens Road, Buckland, Portsmouth, Hants, PO2 7NA

## KEYBOARD COMMANDS

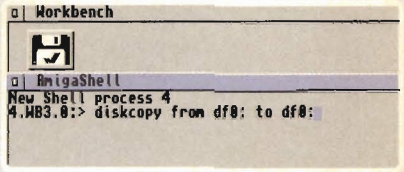
| | |
|---|---|
| Amiga-Left: | Aileron Centre function: moves and holds ailerons in a neutral position. |
| Ctrl: | Holds controls so you can adjust mouse position. |
| Tab and ': | Throttle |
| A and Z: | Airbrakes |
| S and X: | Wheel brakes and lock |
| D and C: | Trailing Edge Flaps |
| F and Y: | Leading Edge Flaps |
| G: | Undercarriage |
| Arrow Keys: | Move view angle |
| Escape: | Look up |
| F1/F2: | Look forward left/right |
| F3/F4: | Look behind left/right |
| F5: | Forward view |
| F6: | External view |
| F7: | Spot view |
| F8: | Track view |
| F9: | Display map |
| F10: | Switch to Control Room |

## BACKING UP YOUR COVERDISK

**Copying your Coverdisk is really very simple. Just follow the stages below...**

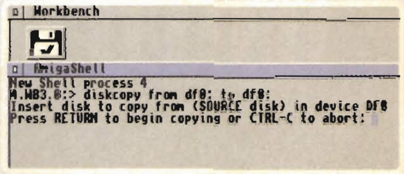



1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

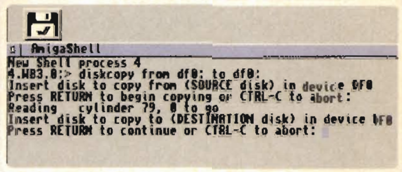



2 Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:

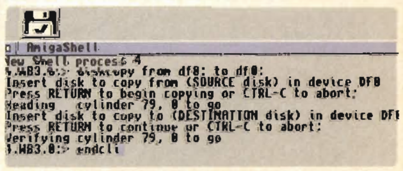
**DISKCOPY FROM DFO: TO DFO:**



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

## DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, with 2x26p stamps and an SAE to:

*Amiga Format* (insert name of disk)
TIB PLC • TIB House
11 Edward Street
Bradford • BD4 7BH

If there is a manufacturing error the stamps will be returned with a replacement disk.

# Font Machine 1.05

**David Taylor** introduces the full commercial version of the colour font creator which can quickly transform bitmaps into unique colourful typefaces.

RRP £50!




Upgrade to version 2 of *Font Machine* and take advantage of our special price. See page 112 for details.

Just a few months ago we gave you a demo version of this program on our Coverdisk (*AF89*) – now we're giving away the complete version. This is another product from ClassX, the Italian developers who don't stand still.

Colour bitmap fonts are an Amiga standard designed for graphics, animation and video use. The programs which use them are often quite specialised. Packages like ClassX's own *X-DVE 2.6* and *MMExperience*. But *Font Machine* can also be used with the highly popular *Personal Paint* (we'll be bringing you version 6.4 on next month's Coverdisk) and the new *Art Effect*.

Getting started is very easy. First install the program by booting your hard drive and then double clicking on the Install icon. The usual Commodore Installer will take you through where you want to put the program and set up the necessary assign. Then, simply load the program from the destination.

## SPLIT SCREENS

When the program loads, you'll see that the interface is split across two screens. The first occupies the bottom third of the visible area and the second sits behind it. The former is the part that you control while the results of your project are shown in a set of windows in the one behind.

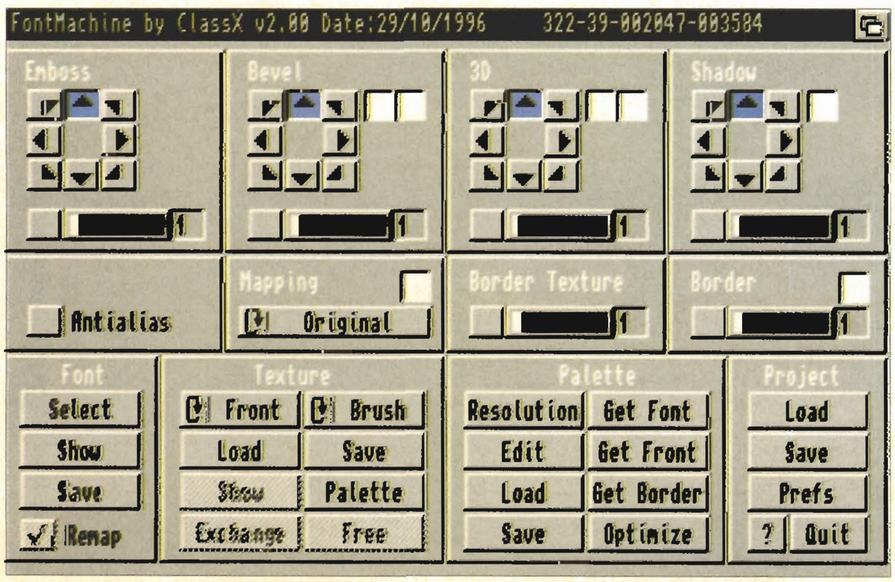
The first thing you need to do is select a base font from which you will model your colour font. The program will read all the bitmap fonts from your fonts directory and you can use any of these. If you want to create your own font to use as a base, then use a bitmap font creator – a program like *TypeSmith* for example, which featured on the *AF87* Coverdisk.

Click on the Select icon for the Font from the bottom left of the screen. A requester will appear with the fonts in it, and you just have to select one. If you need an idea of how the bare font looks, you can see it in the bottom of the requester. Click once on a font to see the preview. When you have chosen a font, accept it by clicking on OK. A new window will appear in the second screen showing the preview. At the moment it will look like a normal bitmap font, but we can change that in a matter of seconds.

## EFFECTS AND COLOURS

You can now start adding effects and colours. Try out the 3D feature which will make the font appear as if it has depth. Simply adjust the number of pixel effects that will be added in the 3D section in the top left. Then choose a direction the effect will go in – this gives you an idea of perspective so you can choose which "angle" you are viewing the font from. Then choose a colour for the side of the font, by selecting one from the palette requester in the second screen and clicking in the left hand box on the top line of the 3D section. Choose a colour for the top/bottom of the font by doing the same to the right hand box. Now to apply the whole effect, simply click in the 3D tick box and it will add all of this to the font preview.

You've just created a new font. If you don't like the colours or the angle or the amount of effect, you can adjust these in the 3D section and the font will be updated automatically. In fact, if you want to see how each part affects the font, click on the tick box before doing anything. When you have the font you want, you can render it and save it by clicking on the Font save button. It will be saved as a subset of the colour version of the bare font you chose. On the far right of the interface is the Project Load/Save and Prefs buttons. These allow you to adjust and save projects, not fonts. These projects can then be loaded in and applied to any font, so you can make the exact same changes to any font you want if you need to build up a coherent style for a project.




## TEXTURE MAPPING

The Bevel and Shadow effects work in exactly the same way and you can use any combination of the three. On top of these simple effects is the powerful texture mapping feature. You can add one of three types of texture to both the front of the font and the border. (A border is placed around the original base font, before any effects like 3D are added.)

On the right of the screen, you'll see a rolling requester which allows three choices, solid, mapped and solid mapped. The first is without any texture, the second with and the third allows solid colour to show through any transparencies. Underneath this are two more slider bars and tick boxes. These determine if a border is added and by how much and the same for a border texture. You can also choose to antialias the font here to ensure it is as smooth as possible.

## TEXTURE

If you decide to add a texture, then you need to click the tick box and choose what sort of texture you are going to add. The most popular is likely to be bitmap (an IFF picture). Choose whether you're going to add it to the front or border using the rolling requester on the left of the Texture section. Then choose the bitmap option from the rolling requester next to it. Then load the texture – you can view it by clicking on the Show icon.

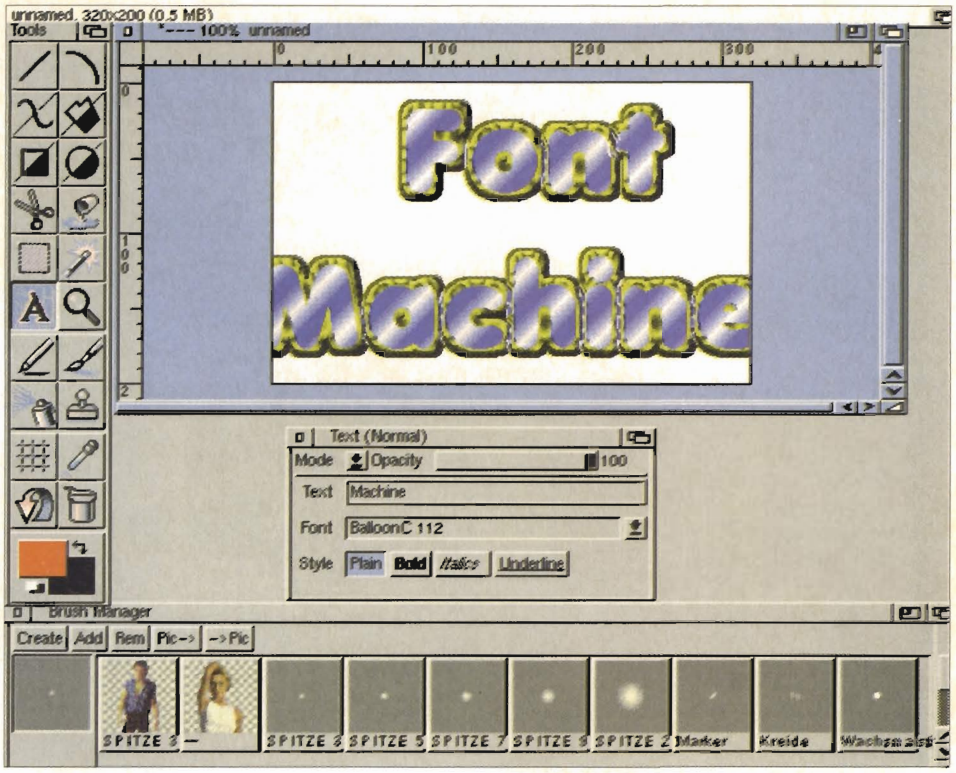
When you've chosen a texture it will be added to the font and fixed there. If you want to get rid of it, you can use the Free icon. If you want to change a texture, then you need to free it first.

Apart from the picture texture, you can also choose patterns or plasma. The patterns are entered using the Texture load button and the plasma effect is done in a similar manner.

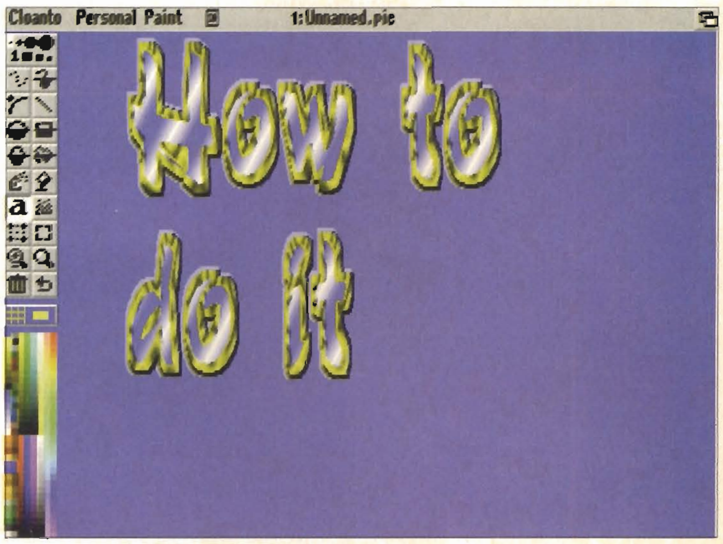
Should you want to adjust the palette you can grab the palette from any texture and you can increase or reduce the number of colours in the Palette resolution.

There are other features and tricks that can be done with the program and you'll get to grips with these as you start to use the program. *Font Machine* is incredibly easy to use and you shouldn't have any trouble in creating unique typefaces for your projects.

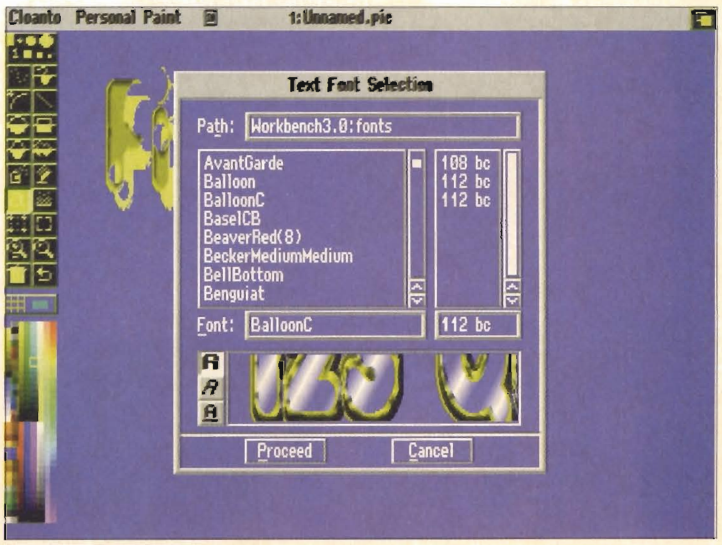
If you find the program useful, then you'll be glad to know that the recently released version 2 is faster and has even more features. It can be obtained by using the special order form on page 112.




*Art Effect* is another package which uses the fonts without any problems and to great effect.




When the font palette from the Colour menu has been loaded into *Personal Paint*, it appears correctly.




*Personal Paint* can load the fonts, but you have to be careful of palette clashes and may need to take them directly from your Font.

## ADDITIONAL FILES

**There are also a couple of other files on this disk. These do not require a hard drive and although you can install them to a hard drive, you can also install them to a floppy disk if you have a second disk drive. Boot your Workbench disk then simply place the Coverdisk in df1: and a blank disk in df0: and then use the Install floppy icon.**

**Firstly there's *WebView*, which is a program that can display HTML WWW pages without the need for a browser. It is a very simple viewer and can't use GIFs, but it can display IFFs (rename IFFs as GIFs of the original picture filename). The links work within files and it's been included because there is also a cut down site from Paul Overaa which ties in with his web site management tutorial on page 84. Now all readers can use the site from the disk.**

**The final little program is a soft SCSI update for Blizzard board users who have the SCSI module. It allows the soft loading of new ROMs to sort out the problems of removable drives. This is a technical program and users should read the documentation thoroughly before trying to use it. As it is a CLI only program, there are no icons and the text files will have to be loaded manually.**

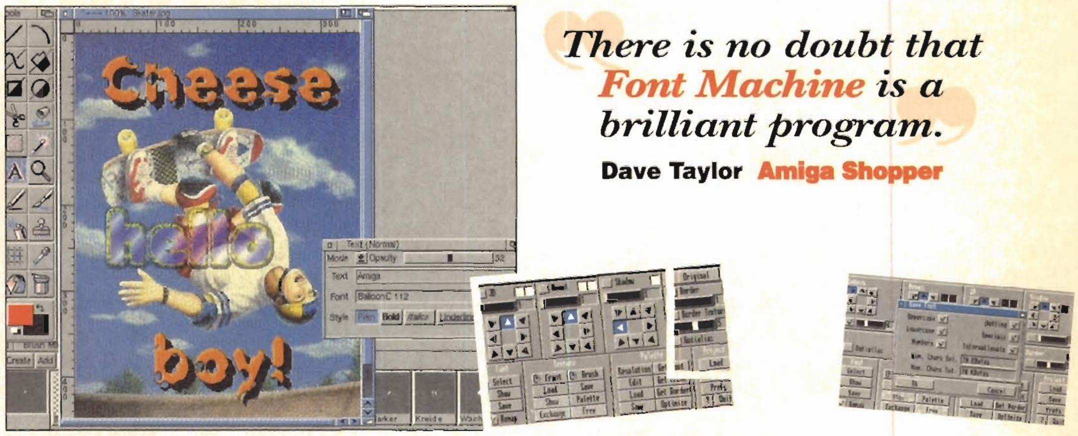
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# Font Machine V2

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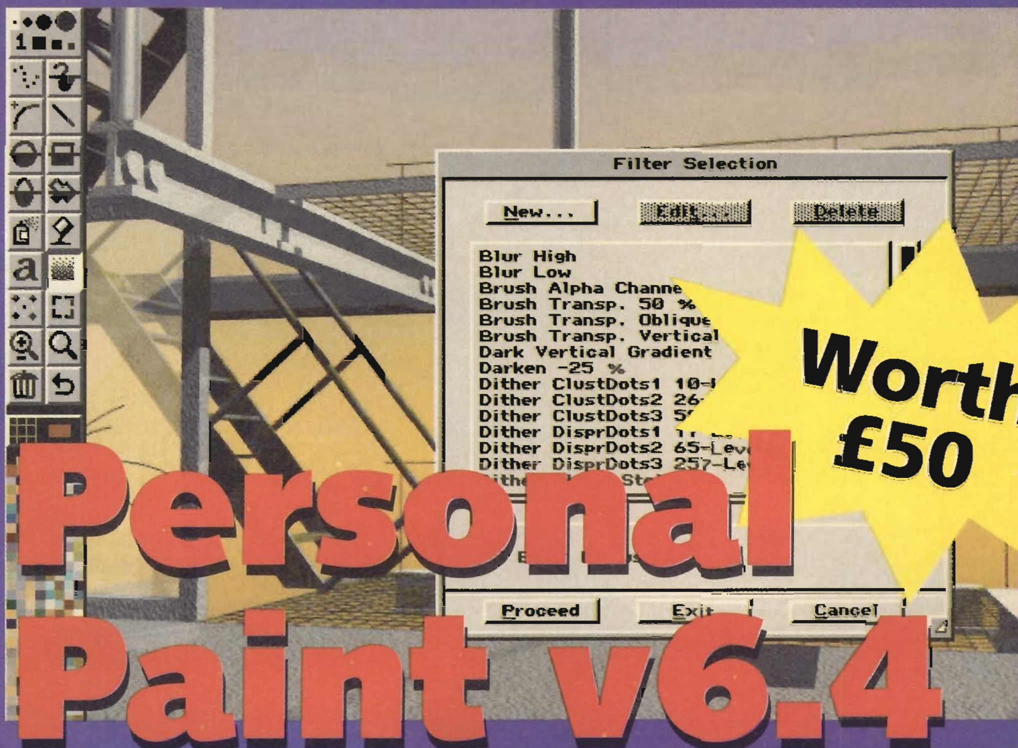
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## MEMORY

**PC1208 MEMORY**
A1200 8MB RAM card which uses 1 x 32 SIMMs and is PCMCIA friendly.

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| PC1208 BARE | £55.95 |
| PC1208 4MB | £84.95 |
| PC1208 8MB | £114.95 |

**MEGACHIP RAM**
Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 2MB RAM and also now includes a 2MB Fat Agnus. No soldering is required

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| MEGACHIP RAM 2MB | £159.95 |
| MINI MEGACHIP 1MB | £99.95 |

**MEMORY SIMMS**

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| 1MB 30-PIN | £15.95 |
| 4MB 30-PIN | £39.95 |
| 4MB 72-PIN | £19.95 |
| 8MB 72-PIN | £39.95 |
| 16MB 72-PIN | £99.95 |
| 32MB 72-PIN | £199.95 |

**A500 MEMORY**

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| A500 512K WITHOUT CLOCK | £19.95 |
| A500 512K WITH CLOCK | £29.95 |
| A500 2MB TRAPDOOR RAM | £89.95 |
| A500+ 1MB | £29.95 |

**A600 MEMORY**

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| A600 1MB WITHOUT CLOCK | £29.95 |
| A600 1MB WITH CLOCK | £39.95 |

**GVP RAM**

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| 4MB GVP RAM | £159.95 |
| 16MB GVP RAM | £459.95 |

## CD-ROM

The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-1 and SCSI-2 interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-Plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

The CD-ROM drive comes with a SCSI interface, PSU, manual, audio lead, mains lead and software which includes Audio CD, CD32 Emulator, MPEG Film Decoder and Photo CD.

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| A600/1200 x4 SPEED | £179.95 |
| A4000 X4 SPEED EXT. | £149.95 |
| A4000 SCSI INTERFACE | £129.95 |
| SCSI CABLE | £10 |

**FREE WITH POWER CD**
**Diggers/Oscar/Chaos Engine Personal Write/Font Maker**

## RAPID FIRE

**RAPID FIRE SCSI-II**
Rapid Fire SCSI-II controller card. Install up to 8MB on-board. For the A2000, A3000 and A4000.

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| RAPID FIRE SCSI-II | £139.95 |

## SX-32

**SX-32**
SX-32 is an internal add-on card for your CD32 and features: VGA port, RGB port, parallel port, serial port, external disk drive port (1.76MB), clock, controller for 2.5" hard disk, and a SIMM socket (up to 8MB). Turn your CD-32 into a A1200.

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| SX-32 CARD | £199.95 |
| CD32 32-bit and CD-ROM | £99.95 |













